**DMC: Sumo Digital Project – Meeting minutes**

Date of meeting: 06/03/2019

Time of meeting: 09:00

Attendees: Alixander Roden, Ionut Ciobanu

***What went well?***

We have polished our idea and started working.

Ionut has created a light ray effect for the light and created the necessary mirror material for our prototype within the first two days of the sprint.

Alix set the project up and created the light ray emitter, implemented the ability of the player to pick up and move or rotate the mirrors around. He implemented the reflection mechanic.

***What went bad?***

Although things went well in the first part, we stumbled upon a game breaking problem towards the end of the sprint: the so called ‘light ray’ was actually not illuminating the surroundings. This was a big issue as the gameplay revolves around the idea of lighting the path by reflecting the light ray using the mirrors. If the light ray doesn’t illuminate the surrounding assets, the game is unplayable.

Me and Alix worked individually (on different projects) for about 6-7 hours each the day before the presentation to get the mechanic working. We discovered that we have to implement dynamic lighting for that to work – a system that is currently both broken and abandoned within Unreal Engine 4 (it’s not a proprietary system as it was created by a former company, Lionhead – the system had since been abandoned by the UE4 creators when Lionhead went into administration).

The next day (day of the presentation) we met at 9AM to try and get it working. We had to use an older version of UE4 where the system was allegedly working – we did our research and tested multiple options until we got it working. We had to rebuild the whole project from scratch in the older version of the engine (v4.14). We had to record the prototype gameplay afterwards, just half an hour before the presentation. We’ve been very time constrained.

***Feedback received:***

The presentation feedback – The substitute mechanic is great and meets the brief successfully.

We have to take care not to overscope our project. A ‘full and art complete level’ might be too much to complete within 5-6 weeks.

***Overall aim of the current weeks sprint:***

By the end of this sprint Ionut will have researched and came up with a level design and art style for the project. Some assets will be created / sourced depending on what’s necessary at this point.

Alix will look into fine-tuning the movement mechanics of the character as well as the mirrors’ moving mechanics.

***Tasks for current week:***

***Alix:***

1. Implement sprinting for the player
2. Look into the current reliability problems the mirror’s movement and placing mechanics have
3. Add the option of rotating the mirrors on the Z axis (up and down)
4. Assign the X axis mirrors rotation to ‘Q’ on the keyboard
5. Assign the Z axis mirrors rotation to ‘E’ on the keyboard

***Ionut:***

1. Come up with a level design plan
2. Look into the art style of the game
3. Start creating / sourcing necessary assets

***Any other business:***

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Meeting Ended: 14:00

Minute taker: Ionut Ciobanu