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

Date of meeting: 09/04/2019

Time of meeting: 12:00

Attendees: Ionut Ciobanu

***What went well?***

**Ionut:** I have managed to add to the immersion of the game by adding footsteps sound effects for walking and running, hard breathing sound effect, added camera head-bobbing effect. I have also further adjusted the movement speed of the character for both walking and running, also the camera height.

I have 3D modelled and animated the painting in the column room for the jump-scare and a few several extra animations such as the door or the skeleton in the cells chamber.

For the playthrough video I have recorded the gameplay and edited the video to fit the 5 minutes timeframe. I have helped in recording the voice-over and rendered the video as well as uploaded it.

**Alix:** Alix helped by recording his voice over the video during the last week’s meeting. He also coded some extra controls (vertical tilting) for the mirror objects that Ionut implemented in the current version of the game.

***What went bad?***

Ionut: I haven’t finished yet adding all the directional sound effects and the jump-scare effects. Due to a problem with the asset I couldn’t replace the placeholder mirror cubes with the modelled mirror asset.

Alix: ?

***Feedback received:***

None for now.

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

Simplify the level navigation for the player by adding extra mirrors to work with, adding fixed mirrors to reflect the ray down the spiral stairway and other improvements.

***Tasks for current week:***

Ionut:

1. Add extra mirrors for the player to work with
2. Add fixed mirrors down the spiral stairway to enable the player to progress
3. Add on screen tips for the player

Alix: -

***Any other business:***

None.

Meeting Ended: 13:00

Minute taker: Ionut Ciobanu