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

Date of meeting: 13/03/2019

Time of meeting: 09:00

Attendees: Ionut Ciobanu

***What went well?***

Ionut: I have sourced a variety pack of necessary assets for building the map level for the game. I also decided on what the theme of the maze will be – the map will be a maze like chateau looking place composed of many chambers of varied sizes, all connected by long hallways.

I have 3D modelled and textured a detailed mirror asset to replace the current mirror prop cube.

I have also started building the level – at the moment the starting area is fully built. I will keep coming up with ideas of puzzles and various horror mechanics / dynamics along the way as I design and build the level.

Alix: ?

***What went bad?***

The asset pack I have sourced is pretty complex – it’s got over 200 different asset parts, which means the building will require some substantial amount of time. I anticipate it will take me a week’s sprint to fully build the level. Other than that, nothing went bad.

***Feedback received:***

We need to be careful to blend the horror genre mechanics with the puzzle mechanic we came up with (light ray reflection).

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

By the end of the sprint Ionut will fully design and build the level in UE4. The level will be fully navigable and art complete.

***Tasks for current week:***

***Alix: ?***

***Ionut:***

1. Design and build a fully navigable, art complete level in UE4

***Any other business:***

Alix did not manage to show up to the meeting due to an overnight power shortage at his place that caused his alarm not to ring in the morning.

Meeting Ended: 15:00

Minute taker: Ionut Ciobanu