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

Date of meeting: 21/02/2019

Time of meeting: 13:00

Attendees: Alixander Roden, Ionut Ciobanu

***What went well?***

Ionut has created a 3D, textured asset for the initial idea we came up with. The ‘spike\_trap’ was uploaded to GitHub.

During the meeting we analysed the game idea we submitted in the brief response and realised it’s going to be unnecessarily hard to get the game going. The mechanics were many and fairly complex to be done by only one programmer in such a short amount of time.

Ionut came up with another idea and Alix built on it. We thought about having an FPS game where the shooting mechanic is replaced by an item (an energy shield for instance) that reflects the projectiles back to the opponents (if held at an angle correctly), damaging them. We met our specialist tutor the next day and decided our idea was not really original, nor were we replacing a mechanic fully. We had to think about something that was more novel.

We further polished our idea and decided that instead of reflecting the beams back to the enemies, we will have a light ray protrude through a wall. The shooting mechanic would then be replaced with placing and moving mirrors that reflect the light ray. The player has to direct (guide) it through the various obstacles placed around the map. The player can also use the light ray to melt ‘enemies’.

***What went bad?***

Nothing.

***Feedback received:***

None.

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

Further reflect on the new brief solution idea.

***Tasks for current week:***

***-***

***Any other business:***

***-***

Meeting Ended: 15:00

Minute taker: Ionut Ciobanu