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

Date of meeting: 27/03/2019

Time of meeting: 10:00

Attendees: Ionut Ciobanu

***What went well?***

Ionut: I have built a fully navigable and art complete demo level for the game. It features 7 different rooms / chambers, many tunnels and a few obstacles that will teach the player the mechanics of the game as part of the demo level.

I have also populated the level with assets such as tables, vases, statues and more.

The level features torches, candles and other dim light sources, as well as a few point and directional lights to add to the immersion.

Alix: ?

***What went bad?***

Building the level, populating it with assets and dealing with the secondary light sources took two weeks instead of one, during which I’ve worked by myself on the project. The project is still on track, though.

***Feedback received:***

None for now.

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

By the end of this few days sprint Ionut will have added animations, sound effects, will have replaced some of the placeholder assets and will have prepared the game for play-testing (and recording).

***Tasks for current week:***

***Alix: ?***

***Ionut:***

1. Add a sound effect for walking (footsteps)
2. Add hard breathing sound effect for sprinting
3. Add a sound effect for running
4. Add and animate the painting in the column room
5. Add sound effects for the jump-scares
6. Add directional sound effects
7. Replace the reflective cubes with mirror props
8. Add camera head bobbing effect for when walking
9. Adjust characters’ walking and movement speeds

***Any other business:***

Alix did not show up for the past 3 weeks now.

Meeting Ended: 15:30

Minute taker: Ionut Ciobanu