**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 06/02/2019

Time of Meeting : 9:00

Attendees:- Nick Bowen, Brad Pablo, Ben Carter, Giles Margerum

Apologies from:- N/A

**Item One:- Postmortem of previous week**

What went well : Everyone uploaded their project brief responses with unique ideas and a minimum of 2 ideas as the task had requested. Communication was good from the team on discord.

What went badly : Jira took a while to set up and we had a few complications with the links to the correct Jira but it is now all working correctly.

Feedback Recieved : N/A

Individual work completed:-

Ben Carter – 3 brief responses  
Brad Pablo – 2 brief responses  
Nick Bowen – 2 brief responses and mechanic change essay

Giles Margerum – 2 brief responses

Item 2:- Creating main concepts for mechanics and theme for the game. The player will also be able to move and be shot at by enemies.

Tasks for the current week:-

You need to be absolutely clear as a team that individual participants understand the tasks they are being asked to complete and have estimated how long it will take them to finish. No more than 6 hours per person per week, 3 hours in lab based work and 3 remotely delivered.

Ben Carter Tasks – Create players movement, Create enemies that fire at the player  
Brad Pablo Tasks – Generate 2/3 mood boards, concept mechanics for the main character  
Nick Bowen Tasks – Concepts for backgrounds, Generating rough level design concepts

Giles Margerum Tasks – Generate 2/3 mood boards, concept mechanics for the enemies

(These tasks to be uploaded and tracked on JIRA)

Item 3:- N/A

Meeting Ended :- 10:00

Minute Taker:- 1 hour