**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 13/02/19

Time of Meeting : 9:30

Attendees:- Brad Pablo, Giles Margerum, Nicholas Bowen

Apologies from:-

**Ben Carter** – Ill and has notified the group

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

What went well : Tasks were given out in order and were delivered by the group in accordance. Theme has been discussed and chosen. Mechanics for the main character and the enemies are already being implemented into a practice run on Unity.

What went badly : Giles’ tasks were uploaded at the last minute, Indecision regarding the theme( took a while to be discussed and chosen).

Feedback Recieved : On any aspect of the game, either from tutors, or playtesters etc.

N/A

Individual work completed:-

**Ben Carter**- Created the player’s movement and programmed enemy firing bullets  
**Brad Pablo**- Generated mood boards relating to the discussed concept and concept mechanics for the main character  
**Giles Margerum-** Generated mood boards relating to the discussed concept and concept mechanics for the enemies   
**Nicholas Bowen-** Generated rough level design concepts and created concepts for the background

Item 2:- Overall Aim of the current weeks sprint (What will the product look like by the end of the sprint.

Designers would be given out tasks regarding level design, concept mechanics/rewards and player choices. Whilst for the programming part of the game, Ben would be given tasks regarding enemy mechanics, a shield that can be moved and aimed in 360 degrees and if possible can reflect and rebound incoming projectiles.

Overall objective for the week is to have a clear core loop within the game.

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-** Create an instance where a character can reflect and rebound projectiles with a shield  
**Brad Pablo**- Creating sequence in level design and designing art style  
**Giles Margerum-** Design obstacle situations for the main character and power-up concepts   
**Nicholas Bowen-** Design levels that relates to the theme and basic narrative sequences/background for the main character

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

N/A

Meeting Ended :- 10:00

Minute Taker:- 1hour