**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 02/20/19

Time of Meeting : 10.15 am

Attendees:- Brad Pablo, Giles Margerum and Nicholas Bowen

Apologies from:- Ben Carter

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

What went well : Most tasks were completed on time. Core game loop has been implemented strongly within the game. Basic mechanics for the character, shield and enemy projectiles were generated efficiently on Unity by Ben.

What went badly : Brad’s tasks were moved at the last minute.

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

Individual work completed:-

**Ben Carter-** Created an instance where a character can reflect and rebound projectiles with a shield  
Brad Pablo- Created level sequences for the character   
Giles Margerum- Designed obstacle situations for the main character and power-up concepts  
Nicholas Bowen- Designed levels that related to the theme and generated basic narrative sequences/background for the main character.

Item 2:- Overall Aim of the current weeks sprint (What will the product look like by the end of the sprint. **Be Specific. We will have a .....That does X and Y**

Generate a minimum viable product by implementing rough designs and creating more complex levels.

Tasks for the current week:-

**Ben Carter-** Player and shield movements with the use of console controller and implementing HP for the character and enemies.  
**Brad Pablo-** Creating 2/3 level platform mood boards regarding to the chosen theme, a mood board of possible projectile designs and designing rough level platform concepts for the game.  
**Giles Margerum-** Designing rough concepts for the character and creating 2/3 mood boards for the character regarding to the chosen theme.  
**Nicholas Bowen-** Designing rough UI concepts for the game and creating 2/3 UI mood boards.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business. N/A

Meeting Ended :- 10.51 am

Minute Taker:- 36 mins