**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 03/04/19

Time of Meeting : 9.30

Attendees:- Brad Pablo, Giles Margerum, Nick Bowen

Apologies from:- Ben Carter

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

What went well : The group was able to implement most of the assets needed for the recording. Tasks required to be completed for the week were finished on time.

What went badly : Due to scheduling issues the group was not able to record the gameplay and the voiceover during the week.

Feedback Recieved : NA

Individual work completed:-

**Ben Carter-** Tidying up the levels in Unity, Implement the death and jumping animations in Unity and Implemented the projectile assets  
**Brad Pablo-** Created character idle animation and Designed Main Menu for the game(incomplete)  
**Giles Margerum-** Generated Levels in Unity   
**Nicholas Bowen-** Fixed level 3 and level 7’s layouts in Unity for the video gameplay

Item 2:- The overall aim of this weeks’ sprint is to fix some of the design assets to maintain a fluid flow of gameplay.

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-** Implement animations and level transitions, sound

**Brad Pablo-** Continue working on Main Menu, Pause Menu

**Giles Margerum-** Fix main character’s design (animation), Gameplay recording voice over

**Nicholas Bowen-** Create a quick character prologue scene for the game

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

NA

Meeting Ended :- 10.00

Minute Taker:- Brad Pablo