**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 13/03/2019

Time of Meeting : 9:10

Attendees:- Ben carter, Giles margerum, Nick bowen

Apologies from:- Brad Pablo

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

What went well : The group managed to put together a working prototype including a fully made level and put together a presentation with plenty of practice. We have fully clarified multiple objectives for the upcoming weeks to bring our game to a close and polish certain mechanics up such as the shield movement. Lots of good communication this week.

What went badly : Unfortunately the tasks set this week were largely left incomplete on JIRA or not moved until today. This was partly due to the entire group being busy in preparing everything for the presentation and an excessive amount of extra tasks popped up that were not on the sprint and ended up being completed before the tasks on the sprint.

Feedback Recieved : From the presentation we was told our game should aim more towards our original genre rather than a platformer puzzle game.

Individual work completed:-

**Ben Carter-** Create presentation slides and added the art assets into the game. Created a tilemap for designers to be able to design levels.

**Brad Pablo-** Create presentation slides and created the platforms into a sprite sheet

**Giles Margerum-** Create presentation slides and created turrets and shield assets

**Nicholas Bowen-** Create presentation slides and created the finalised background for the game and designed a level for the presentation demo.

Item 2:- The overall aim of this weeks sprint is to create fluid gameplay and finish adding the crucial artwork to 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-** Recreate the shield to auto rotate instead of using the triggers. Create bouncing bullets and clean up the code to be more efficient and readable.

**Brad Pablo-** Projectile art (Regular and bouncing bullets) and a death animation for character

**Giles Margerum-** Recreate Shield art and Running animation for character

**Nicholas Bowen-** Create a jumping animation for character, create a level for bouncing bullets in unity.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended :- 15:24

Minute Taker:- Ben carter