**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 : We took on feedback from Chris to adjust our shield and how it works as well as changing our game to be styled more to one of the genres (shooter) Nick took this into account when creating the new levels and made them slightly more chaotic and shooter like. Ben managed to create a shield that feels a lot more fluid to the player and the team all agreed it feels more fluid. Ben and Nick completed all their tasks to a good standard for the group.

What went badly : Both Brad and Giles failed to complete any tasks this week, Giles has mentioned that it was due to lack of communication from my part to tell them that the Jira tasks had gone up. We didn’t fully respond to the feedback we were given immediately even after speaking about it after the presentation, I believe this was due to my tasks I set not being specific to working on the feedback.

Feedback Recieved : Rob had gave us feedback and mentioned that it was only just meeting the brief as it was more like a platformer with extra mechanics than a shooter without shooting. We have taken this into account and decided to focus our levels more on becoming like a classic 2D shooter, We are going to have Giles do research on 2D shooters this week so we can start to implement level design based around his findings. We believe this is what will help us to make it become more shooter like than puzzle/platformer.

Individual work completed:-

**Ben Carter-** Recreated the shield to be closer to the player and automatically rotate. Created bouncing bullets and enemies to work with these bullets. Cleaned up the code so it’s a lot more readable by anyone in the team who wishes to read it.

**Brad Pablo-** N/A

**Giles Margerum-** N/A

**Nicholas Bowen-** Created a jumping animation for the character. Created 6 levels on unity.

Item 2:- The overall aim of this weeks sprint is to create an easier experience when creating levels in unity as well as adjusting the game to be more focused on being a shooter.

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-** I want the player to be able to Jump off spikes and bullets (when the shield is down) with their shield. When player reaches the door transition to another level.

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

**Giles Margerum-** Recreate Shield art and Running animation for character. Exiting room animation. Research on new style of our game.

**Nicholas Bowen-** Create ground and wall tiles to our new art style. Perfect the ground and wall tiles. Find a list of sounds for the game. Remake the first 3 levels using the new tilemaps and art style.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended :- 11:40

Minute Taker:- Ben carter