**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 01/04/2019

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 video recording we uploaded explained the mechanics and assets implemented in the game. Such as having to implement instant respawn, updating tile sets, fluid shield movement and new enemy and projectile each floor.

What went badly : There weren’t any tasks completed during the easter break.

Feedback Recieved : Easter break (NA)

Individual work completed:-

**Ben Carter-** video gameplay recording and voice over  
**Brad Pablo-** video gameplay recording  
**Giles Margerum-** video gameplay recording and gameplay script  
**Nicholas Bowen-** video gameplay recording

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-** Implement animation and other assets, tidying up the scene  
**Brad Pablo-** Implement animation and other assets, finishing up other design assets needed in the game  
**Giles Margerum-** Implement animation and other assets, finishing up other design assets needed in the game  
**Nicholas Bowen-** Implement animation and other assets, finishing up other design assets needed in the game

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

NA

Meeting Ended :- 9.45

Minute Taker:- Brad Pablo