MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting: 13/03/19**

**Time of Meeting: 9:00**

**Attendees: James Macleanan, Will Pritchatt, Charlie Efde**

**Apologies from:**

# Post-mortem of previous week

Get our game ready to playtest. The playtest will be to solely test the environment and the speed of quality between the AI and Player character. By this I mean we will be checking for the appropriate amount of tension during the game when the AI chases the Player character.

# What went well:

Managed to find a fix problem with our project. We kept having a recurring issue where the textures would delete themselves. We believe we have now solved this issue. All assets where created last week but were not implemented as it took more time to create them than it would to just buy an asset pack.

The group has set up a share file on outlook for our unreal project, which we are using to make the game. We decided to use outlook as GitHub can’t store our file as it’s too large, and we all need access to it to commit work to the project as a group and can’t meet up in the week to constantly copy the data between USB sticks. Outlook has a history to show who has committed changes to the shared file in terms of uploads, but it does not show when people download. The group should communicate to each other when downloads happen to prevent any corruption. So downloads will be mentioned in the external communications.

# What went badly:

Some tasks were not completed. My own tasks (James) were not completed as I had spent 6 hours on half my tasks as they took more time and Charlies lighting tasks was incomplete due to issues with connecting to the team’s outlook cloud drive. This issue has been fixed, now Charlie can access the share project and complete his lighting task this week. We are very close to being able to playtest the level, though we are behind as we had hoped to playtest it this week.

Jira has also crashed and Will has not submitted his logged time as yet. Jira uploads will be late for this week’s sprint so we are communicating about the tasks on Discord until Jira’s site is fixed to accurately state when tasks are done. Also Will is still trying to figure out how to attract with the spray and get the left over effect to be destroyed upon interaction with the AI. Will also couldn’t do his tasks relating to door restrictions and access as they weren’t implemented in the map.

# Individual work COMPLETED:

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| Meeting  Set Up Jira  External communications + meeting minutes  Find appropriate assets (Ended up creating them)  Add skirting boards (Ended up fixing the materials for the floorplan)  Download more meshes and animations | |
| Charlie Efde | Designer |
| Meeting  Create 3D model lightbulb  Create 3D model Door  Texture Lightbulb (Just stitched UV’s)  Model 3D Photo frames  Texture photo frame (Just stitched UV’s)  Texture photo key (Just stitched UV’s) | |
| Will Pritcahtt | Programer |
| Change AI sight Range  Attract AI (part finished)  Set up new AI | |

# Work Uncompleted:

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| Add in assets  Group all assets together  Create animation sequence | |
| Charlie Efde | Designer |
| Set up lighting  Texture door | |
| Will Pritcahtt | Programmer |
| Attract with spay (part incomplete)  Set limitations on Door  Set triggers to open door  Implement different traps. | |

# Aim of the sprint

Finalise the last few tweaks needed to playtest our floorplan and potentially the game itself.

# Tasks for the current week:

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| Meeting – 20Min  Build Skirting Board – 1H  Set up Jira Tasks – 1H  Meeting Minutes – 1H  External Communication – 1H  Outlook Uploads – 10Min  Group all assets – 30Min  Revise Code with Will – 1H  Place in Assets – 1H | |
| Charlie Efde | Designer |
| Meeting – 20min  Stitch chair model – 20min  Stitch table model – 20min  Stitch dresser model – 20Min  Stitch cabinet model – 20Min  Texture Door – 30Min  Texture Light Bulb – 30Min  Texture Table – 30Min  Texture Cabinet – 30Min  Texture Dresser – 30Min  Build Lighting – 1H  Texture Chair – 30Min  Reference all images used when texturing – 10Min | |
| Will Pritcahtt | Programmer |
| Meeting – 20Min  Attract Ai to spray location – 3h  Door Animation – 1h 30Minn  Revise Code with James – 1H | |

**Meeting Ended: 9:20**

**Minute Taker:** James Macleanan