MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting: 20/03/19**

**Time of Meeting: 9:45**

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

**Apologies from:**

# Post-mortem of previous week

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

# What went well:

All the assets where textured and had their UV’s stitched appropriately and are ready to export into unreal. The traps are also all fully programmed and are ready to be merged into the master file where they will be play tested for next week.

# What went badly:

Some tasks had to wait for other to be done first and they weren’t completed meaning the other tasks could also not be completed. This was needing to have the lighting set up in the floorplan by Charlie for me to then tweak the lighting and add in the assets. Unfortunately, Charlies computer needed a whole reset the night he was completing the tasks “Tuesday”, and it didn’t finish till the early hours of Wednesday morning. This means the lighting has been pushed to this week and afterwards I will place in the appropriate assets. The reason I couldn’t do this is Charlie had made slight changes to the project and needed to reupload them before I made changes otherwise the file would be corrupt, and he couldn’t upload them on the account of his computer needing a reset.

Will also needs more time to figure out how to manipulate the decals, so it attracts the AI. He also ran out of time to do the door animation sequences so I will be doing that myself this week.

# Individual work COMPLETED:

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| --- | --- |
| James Macleanan | Designer /Group Manager |
| Meeting  Set up Jira Tasks  Meeting Minutes  External Communication  Outlook Uploads  Revise Code with Will  Create a playtesting questionnaire | |
| Charlie Efde | Designer |
| Meeting  Stitch chair model  Stitch table model  Stitch dresser model  Stitch cabinet model  Texture Door  Texture Light Bulb  Texture Table  Texture Cabinet  Texture Dresser  Texture Chair  Reference all images used when texturing | |
| Will Pritcahtt | Programer |
| Meeting  Attract Ai to spray location  Revise Code with James | |

# Work Uncompleted:

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| -Place in assets  -Add in skirting board | |
| Charlie Efde | Designer |
| -Lighting | |
| Will Pritcahtt | Programmer |
| -Decals | |

# Aim of the sprint

Get the floorplan play tested and critiqued so we can make appropriate changes to the level before adding in the mechanics of the game for next week to test the game itself.

# Tasks for the current week:

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| Meeting (1h)  Jira tasks (1h)  Minutes (1h)  External communication (20m)  Skirting boards (1h)  Place assets (1h)  Play test (1h 30m)  Animation sequences (1h 30m) | |
| Charlie Efde | Designer |
| Meeting (1h)  Set up lighting (2h)  Play test (1h 30m)  Model trap button (30m)  Stitch (30m)  Texture (30m) | |
| Will Pritcahtt | Programmer |
| Meeting (1h)  Decal (1h)  Additional traps (1h)  Implement sounds (2h)  Accurate Nav mesh (30m) | |

**Meeting Ended: 10:45**

**Minute Taker:** James Macleanan