MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting: 27/03/19**

**Time of Meeting: 9:00**

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

**Apologies from: Charlie Efde**

# Post-mortem of previous week

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.

# What went well:

The lighting of the level has reached a great standard and has been reviewed by other designers, of which they were all impressed. The Ai is very close to completion and only needs a few minor tweaks left.

# What went badly:

Charlie had not uploaded any of his tasks or completed the lighting appropriately so I \*James\* had to re-do the lighting, also some tasks where incomplete because of having to wait for Charlies uploads which didn’t happen. The lighting also deleted itself upon an upload and had to be re-done by me, which meant I spent around 4 hours on lighting alone. However; the second upload was fair better and the lighting is a very high quality for what we want.

Will also spent too long on a certain task, through no fault of his own. Now he is beginning this week with set up tasks so we can have a beta project by the end of the week.

# Individual work COMPLETED:

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| Meeting  Jira tasks  Minutes  External communication  Skirting boards  Set up lighting | |
| Charlie Efde | Designer |
| Meeting | |
| Will Pritcahtt | Programer |
| Meeting  Decal | |

# Work Uncompleted:

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| Play test  Animation sequences | |
| Charlie Efde | Designer |
| Play test  Model trap button  Stitch  Texture  Place Assets | |
| Will Pritcahtt | Programmer |
| Additional traps  Implement sounds  Accurate Nav mesh | |

# Aim of the sprint

Get the project to a games Beta standard.

# Tasks for the current week:

|  |  |  |  |
| --- | --- | --- | --- |
| JAMES MACLEANAN | | NUMBER | WAITING FOR |
| Meeting |  | - |  |
| Jira | 1h | 1 |  |
| Meeting minutes | 30m | - |  |
| External comms | 10m | - |  |
| outlook | 10m | - |  |
| Model a button | 30m | 2 |  |
| Stitch button | 30m | 3 |  |
| Texture model | 30m | 4 |  |
| Group all assets together | 40m | 5 | 2,3,4,16 |
| Complete a level set up | 1h | 6 | 2,3,4,16,10,13 |
| Do voice acting | 30m | 7 |  |
| Add windows to map | 30m | 9 |  |
| WILL PRITCHATT | | NUMBER | WAITING FOR |
| Meeting |  | - |  |
| Additional traps | 1h | 10 |  |
| Implement sounds | 1h | 11 | 18 |
| Create an accurate nav mesh | 30m | 12 |  |
| Implement Decal code | 1h 30m | 13 |  |
| Jill array ordering | 1h | 14 | 13 |
| Jill overlap reset | 1h | 15 | 13 |
| CHARLIE EFDE | | NUMBER | WAITING FOR |
| Meeting |  | - |  |
| Place in assets | 2h | 16 |  |
| Playtest floorplan | 1 h 30m | 17 |  |
| Put assets into unreal | 30m | 18 |  |
| Texture 12 paintings | 1h | 19 |  |
| Once floorplan is set up with multiple floors. Affect lighting with flickering in certain areas with trigger boxes. | 1h | 20 | LAST TASK |

**Meeting Ended: 9:10**

**Minute Taker:** James Macleanan