MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting: 20/02/19**

**Time of Meeting: 8:50**

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

**Apologies from:**

# Post-mortem of previous week

Finish off the back log from the last sprint. Will shall look into progressing his programming knowledge and getting the Ai nav mesh system to work. The design tasks for the rest of the group is too look up new fighting mechanics that we could add to our game. The more mechanics the better as we may not be able to program some of them.

# What went well:

The backlog was completed, although now we have new backlogged tasks as a result of losing a member. Will has the AI sorted in its simplest form, while Charlie and James have sorted out the interaction and fight mechanics.

# What went badly:

A new back log was created and needs to be completed.

# Feedback Received:

We discussed our game with Rob and it was recommended that we implement a mechanic that encourages the player to be found and manipulate the Ai into a trap, considering the mechanic we have chosen to loose was hiding.

# Individual work COMPLETED:

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| -Weapon spray(1h)  -Set up Jira (1h)  -External communications(20m)  -Go through particle effects (30m)  -Find good tutorial videos and link them to the group(30m)  -Pick-ups(2h)  -meeting(10m)  -Program item functions(2h) | |
| Charlie Efde | Designer |
| -Weapon Spray(1h)  -Make A lasting spray effect on other assets (4h)  -Research mechanics (45m)  -Meeting(10m) | |
| Will Pritcahtt | Programer |
| -Sounds interact with AI(1h)  -Behaviour tree(4h) | |

# Work Uncompleted:

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| -Create Floorplan | |
| Charlie Efde | Designer |
| N/A | |
| Will Pritcahtt | Programmer |
| N/A | |

# Aim of the sprint

The Goal of this week is to commit all researched code into a master copy for our project, set up everyone’s GitHub, create a design document, and create assets for the project. Ultimately, get it as close to being a prototype as possible.

# 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.

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| --- | --- |
| James Macleanan | Designer /Group Manager |
| -Set up Jira(1h)  -meeting(20m)  -Set up external communications(20m)  -create minutes(1h)  -Commit to master(1h)  -Revise code with Will (1h)  -Research on how to make an atmosphere creepy. (1h)  -Create floorplan(2h)  -Check through design documentation. (30m) | |
| Charlie Efde | Designer |
| -Commit to master(1h)  -Meeting(20m)  -Set up GitHub(10m)  -Find additional assets (1h)  -Research how to give the player paranoia (1h 30m)  -Create 3D assets for walls, a key and a door (1h)  -Create a design documentation (1h) | |
| Will Pritcahtt | Programmer |
| -Help everyone commit work to master copy (2h)  -Meeting(20m)  -Set up GitHub(20m)  -Check all code correlates(1h)  -Revise code with James (1h)  -Begin looking into Radius interaction(2h) | |

**Meeting Ended:9:10**

**Minute Taker:** James Macleanan