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

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.

# What went well:

Half the code was committed to master and a lot of new assets and design knowledge was discovered to aid in the production of are game. All of which should help aid it to be a clean and polished product.

# What went badly:

Some code was not able to be committed to master as we left the Jam on the belief that everyone could access the master copy through GitHub but it wasn’t able to be uploaded. Charlie could not upload on GitHub so the design document wasn’t checked in time.

# Individual work COMPLETED:

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

# Work Uncompleted:

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| -Commit to master  -Check Design documentation | |
| Charlie Efde | Designer |
| N/A | |
| Will Pritcahtt | Programmer |
| N/A | |

# Aim of the sprint

# Tasks for the current week:

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| -Meeting (1h)  -Minutes (1h)  -Set Jira tasks (1h)  -Make presentation (1h)  -Floorplan creation (4h)  -Practice presentation (2h) | |
| Charlie Efde | Designer |
| -Meeting (1h)  -Flickering light animation (30m)  -Practice presentation (2h)  -Learn how to implement sound (30m)  -Attract with spray (2h) | |
| Will Pritchatt | Programmer |
| -Meeting (1h)  -Spray testing (1h)  -Practise presentation (2h)  -Implement crouch mechanic (1h)  -Implement slide mechanic (1h)  -Implement camera movement (1h) | |

**Meeting Ended: 9:50**

**Minute Taker:** James Macleanan