MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting: 06/02/19**

**Time of Meeting: 9:00**

**Attendees: James, Daniel, Charlie, Will**

**Apologies from: N/A**

# AGENDA

* Jira and how it works (log hours, leave comments, place in “in progress”)
* GitHub (https://github.com/UoSGroupProjects1819)
* Everyone’s abilities (Scale the project)
* Collective understanding of the Game Jam
* Review of work
* Our Aim and tasks

# Aim of the sprint

See how far we can push the city assets and all individually searching up a certain mechanic to ultimate see if this game is possible.

# Tasks for the current week:

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| -Set up Jira (30m)  -Download git hub files (30m)  -Set up screenshot of messages (30m)  -Complete minutes (30m)  -Create avatar movement (2h)  -Look up horror survival maps and research (2h) | |
| Daniel Velev | Designer |
| -Model key, wall template and a door. (1h)  -Learn how to place created assets into unreal (1h)  -Using a key to open a door (2h) | |
| Charlie Efde | Designer |
| -weapon spray(2h)  -Makes item visible(2h) | |
| Will Pritcahtt | Programer |
| -Program AI (2h)  -sounds interact with AI. Water puddles (2h) | |

**Meeting Ended: 11am**

**Minute Taker:** James Macleanan