MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting: 13/02/19**

**Time of Meeting: 9:00**

**Attendees: James Macleanan, Will Pritchatt**

**Apologies from: Daniel Velev, Charlie Efde**

# Post-mortem of previous week

Most of the tasks where completed, but not all. There are 4 uncompleted tasks on Jira which will be discussed further in the meeting about why they were not completed. Additionally, the quality will need to be looked over in the meeting and may need to be improved which will be evident from tasks.

# What went well:

There was great progress in some difficult programming areas and tasks were quickly being completed during our 4-hour game Jam session on Wednesday 6th February.

# What went badly:

Progress meet an immediate hault after our Jam according to evidence from Jira, tasks were left and most remaining tasks remained uncompleted. Some additional research is required to polish up the programming, bit most just needs an additional line of blueprint minimum.

# Individual work COMPLETED:

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| -Meeting  -set up jira  -Download GitHub  -Set up communications screen shots  -Complete brief sheet  -Create the avatar movements  -Look up horror maps | |
| Daniel Velev | Designer |
| -Meeting  -Model keys, wall and door  -Learn how to place created assets in unreal | |
| Charlie Efde | Designer |
| -Meeting | |
| Will Pritcahtt | Programer |
| -Meeting  -Program AI | |

# Work Uncompleted:

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| -N/A | |
| Daniel Velev | Designer |
| -Program the item functions | |
| Charlie Efde | Designer |
| -Weapon Spray  -Make items visible with spray. | |
| Will Pritcahtt | Programmer |
| - Sounds Interact with AI | |

# Aim of the sprint

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.

# 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. The design tasks will be based around finding a mechanic to place into the game as our old plan of changing the player’s avatar from hiding to allowing the enemy AI to hide does not fit the brief according to Rob. The new concept will be to keep aspects of the old but focus more on the player being able to fight back in such a way that it’s still threatening. Ideally any “weapon” will have only one potential fire/hit.

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| -Meeting(10m)  -Jet up Jira(30m)  -External Communication(20m)  -Go through particle effects (30m)  -Find good video links that could help our project(30m)  -Create floorplan basic (2h)  -Research additional fight mechanics (design wise) (2h) | |
| Daniel Velev | Designer |
| -Program the item functions (2h)  - Research additional fight mechanics (design wise) (2h) | |
| Charlie Efde | Designer |
| -Weapon Spray (2h)  -Make items visible with spray. (2h)  - Research additional fight mechanics (design wise) (2h) | |
| Will Pritchatt | Programmer |
| -Meeting (10m)  -Sound interacts with AI (just needs implementing) (1h)  -Behaviour trees (2h)  -More in depth character motion (1h)  -Pickups (2h) | |

**Meeting Ended: 9:10**

**Minute Taker:** James Macleanan