MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting: 06/03/19**

**Time of Meeting: 12:30**

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

**Apologies from:**

# Post-mortem of previous week

The Aim of last week’s sprint was to start adding structure to our game. This included adding a character mesh and animations to the AI, creating a floorplan for the game to take place in, learning how to form our lighting in such a way that it creates an uncanny creepy atmosphere. Additionally, as a group we prepped for the presentation that was presented earlier today.

# What went well:

All the tasks where completed to a great standard. This enabled the game to be shown in a video as a minimal viable product in our pitch. Even during the presentation, we emitted fear out of some audience members from what the video was showing. Those people informed this after the presentation.

# What went badly:

At the beginning of the week, there was a GitHub failure, which resulted in, re-uploads of the meeting minutes and external communications

The floorplan task took longer than expected as migrating the files from one project to another caused complications. These complications where mainly misplaced textures and assets. Additional time was needed to fix the bugs, although it was all fixed before the presentation.

# Feedback Received:

The feedback we received from the presentation was that the game’s biggest challenge looks like it will be to keep the AI scary throughout the game, although as a team we were already aware of this and explained how we hope to enable constant unease in our horror game. From additional feedback, people are already made uneasy from our limited design so far and we have recorded what spooked them and will continue to evolve those principles.

# Individual work COMPLETED:

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| -Meeting  -Minutes  -Set Jira tasks  -Make presentation  -Floorplan creation  -Re-create External communications and minutes. | |
| Charlie Efde | Designer |
| -Meeting  -Flickering light animation  -Learn how to implement sound  -Attract with spray | |
| Will Pritchatt | Programmer |
| -Meeting  -Spray testing  -Implement crouch mechanic  -Implement slide mechanic  -Implement camera movement  -Implementing a trap mechanic  -Implementing video in the presentation  -Adding a character mesh and animation to the AI | |

# Uncomplete work

|  |  |
| --- | --- |
| James Macleanan | Designer /Group Manager |
| N/A | |
| Charlie Efde | Designer |
| -Attract Spray | |
| Will Pritchatt | Programmer |
| N/A | |

# Aim of the sprint

Get our game ready to playtest. The playtest will be to solely test the environment and the speed of quality between the AI and Player character. By this I mean we will be checking for the appropriate amount of tension during the game when the AI chases the Player character.

# Tasks for the current week:

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| --- | --- |
| James Macleanan | Designer /Group Manager |
| -Meeting (20m)  -Set up Jira (1h)  -External communication document (1h)  -Apply assets (1h)  -Find appropriate assets (30m)  -Group all assets together (30 m)  -Download more AI and Animations (30m)  -Add skirting boards on the floorplan (1h)  -Create animation sequences for shaking doors (30m) | |
| Charlie Efde | Designer |
| -Meeting (20m)  -Create light bulb models in 3D Max (30m)  -Texture Light bulb models (30m)  -Create a basic photo frame (30m)  -Texture all photo frames (1h)  -Set up lighting in the level (2h)  -Texture the Door (30m)  -Texture the key (30m) | |
| Will Pritcahtt | Programmer |
| -Meeting (20m)  -Attract spray (2h)  -Change AI sight range (10m)  -Implement different trap variants (2h)  -Set up all other AI (30m)  -Set limitations on door(1h) | |

**Meeting Ended: 12:50**

**Minute Taker:** James Macleanan