**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

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

**Time of Meeting:** 12:20

**Attendees:**

* Tate Morgan
* Loucas Savvides
* Denis Remo
* Jayden Murray

**Apologies from:** N/A

**Item One:- Postmortem of previous week**

What went well: All tasks were completed on time and up to the standard expected by project manager with well put forward research showing care and logic behind decisions.

What went badly: GitHub uploads were not possible until the last day of the sprint because most of the team could not connect to the repository.

**Feedback Recieved :** N/A

**Individual work completed:-**

**Tate Morgan:**

* Research for Project Outline Brief
* Project Outline Brief Sheet

**Loucas Savvides:**

* Research for Project Outline Brief
* Project Outline Brief Sheet

**Denis Remo:**

* Research for Project Outline Brief
* Project Outline Brief Sheet

**Jayden Murray:**

* Research for Project Outline Brief
* Project Outline Brief Sheet

**Item 2: Overall Aim of the current weeks’ sprint:**

By the end of this sprint we will have five mood boards that will include two for the main character and two for the environment and one for the enemy design.

We also want to have a prototype that has functioning 2D side scrolling movement without jumping and an added crouching mechanic. Along with A grapple gun that directly pulls the character to the select surface and A line of sight for enemies.

We want some research of other games that have similar mechanics and gameplay along with notes on how these games have used the mechanics and what we can take away from them as inspiration for our own game.

**Tasks for the current week:**

**Tate Morgan tasks:**

* Two Mood boards (One for Player character and one for Environment)

Time Estimated: 1 Hour

* Research of Other Games

Time Estimated: 45 Minutes

* Final Research Write-Up

Time Estimated: 15 minutes

**Loucas Savvides Tasks:**

* Two Mood boards (One for player character and one for environment)

Time Estimated: 45 Minutes

* Research of Other Games:

Time Estimated: 1 Hour 20 Minutes

* Final Research Write-Up

Time Estimated: 15 Minutes

**Denis Remo Tasks:**

* Player side scroller movement

Time estimated: 10 Minutes

* Crouching Mechanic

Time Estimated: 1 Hour

* Grappling gun with direct movement

Time Estimated: 2 Hours

**Jayden Murray Tasks:**

* Research of Other Games with Similar Mechanics

Time Estimated: 1 hour

* Moodboard for enemy design

Time Estimated: 1 hour

* Create final write-up Time estimate: 15 minutes

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended : 13:30

Minute Taker: Jayden Murray