**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of Meeting:** 01/05/19

**Time of Meeting:** 12:58

**Attendees:** Jayden Murray, Tate Morgan, Denis Remo

**Apologies from:**

**Item One:- Post-mortem of previous week**

**What went well:** The time before this meeting was the Easter break and so nothing has changed in the game because we did not work on it throughout the break

**Feedback Received:** N/A

**Individual work completed:** N/A Due to Easter Holiday

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

The aim over this final sprint is to have the second level in the game and to also receive play testing feedback in order to see what could be improved if we were to continue the games development.

**Tasks for the current week:**

Get Playtesting Feedback – 1h 30m each

Create list of personally created assets – 30m each

Create post-mortem – 1h each

**Denis Remo:**

Build web version of the game –30m

Edit enemy sight code – 5m

Help in 2nd level creation – 2h

**Tate Morgan:**

Create 2nd level – 2h

**Jayden Murray:**

Create meeting minutes – 40m

Create Jira tasks – 1h

Item 3 Any other business: - Loucas Savvides has less hours this final week because he has told me of some important family health issues that may impact his work.

**Meeting Ended**: 13:30

Minute Taker: Jayden Murray