**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

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

**Time of Meeting:** 12:20

**Attendees:** Jayden Murray, Loucas Savvides, Tate Morgan, Denis Remo.

**Apologies from:** N/A

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

**What went well:** All of the major tasks were completed to a good standard and we have completed our aim for the week, this means that we have a working prototype with the basic mechanics.

**What went badly:** Nothing went extremely wrong but we are missing one of the key mechanics since we decided that we would add it onto this week’s sprint because it is the most difficult of them all, this is the enemies line of sight for the stealth mechanics of the game.

**Feedback Recieved:** N/A

**Individual work completed:**

Jayden Murray:

* Researched a game with a similar mechanic.
* created a write-up summarising what they’ve found and how we could use these mechanics in our game.
* Created a moodboard for enemy designs.
* Aided other team mates with tasks if they needed any help.

Loucas Savvides:

* Researched a game with a similar mechanic.
* created a write-up summarising what they’ve found and how we could use these mechanics in our game.
* Created moodboard for the game environment.
* Created moodboard for the game environment.

Tate Morgan:

* Researched a game with a similar mechanic.
* Created a write-up summarising what they’ve found and how we could use these mechanics in our game.
* Created moodboard for the game environment.
* Created moodboard for player character.

Denis Remo:

* Created grappling gun mechanic inside of a prototype.
* Created crouching mechanic inside of prototype.
* Created side scrolling movement without a jump inside of the prototype.

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

By the end of this week’s sprint we will have placeholder assets in our game for the ground/floor of the game along with the character and grappling hook also by the end of this sprint we will have a smoother grappling hook system since at the minute it can feel a little bit clunky.

**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.

Jayden Murray:

* Creating Jira Tasks (30 minutes)
* Open to helping with tasks (1 hour)
* Research different GUI styles and possible fonts. (30 minutes)

Denis Remo:

* Testing and refining grappling gun script E.G making the animation smoother. (45 minutes)
* Line of sight for the enemies so they react to the player character entering their vision. (1 hour 30 minutes)
* Importing placeholder assets. (15 minutes)
* Placing assets into the level and make them game ready. (30 minutes)

Tate Morgan:

* Create 6 variations on ground assets for corners and to provide variety when looking at the scene. (1 hour)
* Create grappling hook and rope placeholder asset. (30 minutes)
* Extended moodboard on robotic character design. (30 minutes)
* Concept art based around the character design. (1 hour)

Loucas Savvides:

* Research how immersion could be put into the game by looking at Dave’s readings and anything found online. (1 hour)
* Write-up findings from research based around immersion. (30 minutes)
* Create basic level design sketches with enemy placement and points where the grappling hook mechanic is necessary, looking towards Nintendo’s level design for inspiration. (1 hour)
* Create a document with some puzzle ideas for possible future reference. (30 minutes)

(These tasks to be uploaded and tracked on JIRA)

**Item 3: Any Other Business**

**N/A**

**Meeting Ended:** 13:07

**Minute Taker:** Jayden Murray