**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

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

**Time of Meeting:** 1:30

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

**Apologies from:**

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

**What went well:** Majority of tasks were completed to a high standard and we also managed to fit presentation preparation into the week so we were ready for the MVP pitch.

**What went badly:** There was a single task that was not completed so it had to be moved over into this week’s sprint. This isn’t a major problem because the task was small but it still retracted from the possible work load this week.

**Feedback Received:** After doing our presentation today we received a small piece of feedback from one of our peers, this was that the stealth mechanic wasn’t prevalent and also wasn’t really necessary for our game to be fun, so we’ve decided to remove the “Stealth” mechanic.

**Individual work completed:**

Jayden Murray:

* Created meeting minutes
* Set Jira tasks
* Created PowerPoint for MVP pitch
* Created video for MVP pitch

Loucas Savvides:

* Implement the level design into the game
* Merge Level Creation with rest of groups work
* Game Feel Research

Tate Morgan:

* Create HUD Assets
* Create Sprite for the enemies
* Create Sprite for Platforms
* Create Level Hazard Sprites

Denis Remo:

* Create Death Code for enemies and environment hazards
* Get the grapple to use the rope sprite
* Add the player sprite into the game to be used as the player character
* Add enemy and its sprite into the game

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

The aim of this week’s sprint is to have more assets ready to be implemented into the game. We also will have a more polished grappling hook and enemy movement patterns implemented.

**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:

* Create Minutes (40m)
* Create Jira Tasks (30m)
* Help with Arising Issues (2h)

Denis Remo:

* Add Enemy Movement in to The Game (2h)
* Add Triggers and Chasing to enemies (2h)
* Refine Grappling Using Research (2h)

Tate Morgan:

* Improve Crouching Sprite (1h)
* Create Character Going Forward Animation (1h)
* Create Military Environment Tile-Set (2h)
* Create Security Camera Sprite (1h)

Loucas Savvides:

* Finish Research On ‘Game Feel’ (45m)
* Create Two Level Design Ideas with Escalating Difficulty (2h)
* Create Miscellaneous Environmental Sprites (2h)
* Create Sprite for Drone Enemy (1h)

(These tasks to be uploaded and tracked on JIRA)

Item 3:- N/A

Meeting Ended : 1:50

Minute Taker: Jayden Murray