**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of Meeting:** 20/03/2019

**Time of Meeting:** 13:02

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

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

**What went well:** Communication between all members of the team was good. After a programming issue arose during the week the group decided between us all that we would work to fix the problem during the Wednesday jam.

**What went badly:** There were 3 tasks that were not moved over to finished on Jira by Loucas but after speaking with him on the Jam day, I found out that these tasks can be moved over during the next sprint as they’ve actually been completed. But this means there’s still 2 tasks from him that were incomplete and have been moved into this current sprint

**Feedback Received:** Group managers got taken out of the weekly Jam in order to talk to Rob about Jira and the total hours logged over the course of the project so far, the groups hours did not properly reflect their work since some tasks had been carried over from previous weeks and not been completed.

**Individual work completed:**

**Jayden Murray**:

* Created meeting minutes
* Set Jira tasks
* Open to any arising issues

**Estimated Hours So Far:** 2 days 2 hours

**Loucas Savvides**:

* Using previous research on game feel, come up with ideas as to how it can be implemented into the game
* Create main menu assets
* No tasks moved on Jira as he went to move them after the sprint had closed

**Estimated Hours So Far:** 2 days 7 hours

**Tate Morgan**:

* Create Military Environment Tile set
* Create Sprite for Drone enemy based off concept art
* Create background for level two fitting the theme of the natural grassland sprites
* Create Walking animation for enemy sprites

**Estimated Hours So Far:** 3 days 2 hours

**Denis Remo**:

* Implement working HUD into the game
* Polish enemy movement paths
* Add new version of crouch sprite into the game
* Refine Grappling using research (not done)

**Estimated hours so far:** 1 week 1 day 7 hours

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

The aim of this week’s sprint will be to have another enemy type into the game along with more assets in the sense of a main menu and animations attached to the player character and enemies in the game.

**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 Jira Tasks (1h)
* Create minutes (1h)
* Group Meeting (1h)
* Help with arising issues (2h)
* Help Loucas find fonts (1h)

Denis Remo:

* Refine Grappling with research (2h)
* Group meeting (1h)
* Basic drone movement horizontal and vertical (1h)
* Bring in working movement animation for enemies (45m)
* Bring in working movement animation for player character (45m)

Tate Morgan:

* Import enemy drone sprites (30m)
* Further work on military tile set with variations (1h)
* Miscellaneous sprites for military tile set (1h)
* Assemble drone sprites into prefab (30m)
* Group meeting (1h)

Loucas Savvides:

* Create miscellaneous Environmental Sprites for grassland (2h)
* Group meeting (1h)
* Create level selection screen assets (1h 30m)
* Research into importing fonts into unity (30m)
* Search for pixel fonts that are easy to read and suits the games aesthetic (1h)

(These tasks to be uploaded and tracked on JIRA)

Item 3:- N/A

Meeting Ended: 13:50

Minute Taker: Jayden Murray