**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of Meeting:** 27/03/19

**Time of Meeting:** 12:20

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

**Apologies from:** N/A

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

**What went well:** All tasks completed to a high standard and on time, this is an improvement from the past weeks where we’ve had some overrunning tasks that were not complete on time. Also we were able to get our key mechanic working with few bugs that we’ve noticed.

**What went badly:** There are still some bugs based around the grapple but these are being fixed with help from the 3rd year programmers and are due to be fixed in this sprints Wednesday jam.

**Feedback Received:** N/A

**Individual work completed:**

Jayden Murray:

* Created meeting minutes
* Set Jira tasks
* Aid with arising issues
* Help Loucas with finding fonts for the game

Loucas Savvides:

* Using previous research on game feel, come up with ideas on how it can be implemented into our game
* Create miscellaneous environmental sprites for grasslands
* Group meeting
* Create sprites for main menu
* Create level selection screen assets
* Research importing unity fonts
* Search for pixel fonts that are easy to read and will suit the games aesthetic

Tate Morgan:

* Group meeting
* Import enemy drone sprite
* Further work on military tile set with variations
* Assemble enemy sprites into prefabs
* Create main menu in unity project.
* Miscellaneous sprites for military tile set

Denis Remo:

* Refine grappling using research
* Group meeting
* Basic drone movement, horizontal and vertical
* Bring in working movement animation for walking enemy
* Bring in working movement animation for player character

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

By the end of this sprint we will have a video ready for uploading by the 3rd of April. We will also be bug fixing the gameplay as well as implementing a main menu and level selection menu.

**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 (1h)
* Meeting (1h)
* Create Minutes (40m)
* Add tutorial text to the start of the game (30m)
* Create gameplay video and voice over ready for 3rd of April (1h)
* Create concepts for level 3 based off of the military aesthetic (30m)

Denis Remo:

* Create enemy stopping movement at the end of its path (45m)
* Bring across main menu into current unity project (1h)
* Make “New Game” button work correctly (1h)
* Meeting (1h)
* Bring player camera backwards so the player can see where they need to grapple (10m)
* Place miscellaneous sprites down in level 1 (30m)
* Bug fixing: being dragged back to start of level if the grapple doesn't hit anything (1h)

Tate Morgan:

* Help Denis bring over main menu (1h)
* Help Denis get New Game button to work correctly (1h)
* Bring over enemy prefabs (45m)
* Meeting (1h)
* Help Loucas with level selection menu (1h)
* Create concepts for level 3 themes based around the military base aesthetic (1h)

Loucas Savvides:

* Assemble level selection menu in unity project (1h)
* Create example of game feel in the game (1h 45m)
* Bring 2nd level background into the scene (30m)
* Meeting (1h)
* Create level 2 out of military assets following level layout sketches (2h)

(These tasks to be uploaded and tracked on JIRA)

Item 3:- N/A

Meeting Ended: 13:24

Minute Taker: Jayden Murray