**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of Meeting:** 20/02/19

**Time of Meeting:** 13:35

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

**Apologies from:** N/A

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

**What went well:** The majority of the tasks that were complete were done well and were beneficial to the completion of the game’s MVP.

**What went badly:** Unfortunately, there was a few tasks in the sprint that were either uncompleted or completed to an unsatisfactory standard such as the level design sketches were incomplete and so needed to be added to this week’s sprint instead pushing our progress back for this week. Also some of the programming was broken and so this week I have set a few tasks in order to fix this and get us back on track with the MVP.

**Feedback Received:** Rob approached us confirming that our Idea was fitting the brief and suitable for production, he also said he will provide us with some readings in order to make the level design reflect on the increasing difficulty.

**Individual work completed:**

Jayden Murray:

* Created a draft of the design document.
* Researched HUD’s from other games and found some suitable Fonts for the game.
* Had conversation with Denis about programming in the game

Loucas Savvides:

* Research how immersion can be made from our game
* 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.
* Write-up the finding from the research based around immersion
* Create a document with some puzzle ideas for possible future reference.

Tate Morgan:

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

Denis Remo:

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

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

The overall aim for this week is have a prototype ready for the MVP presentation with all mechanics in the game and a showcase level that shows all the core mechanics for the game. Along with this we will have two main character sprites ready for implementation and to be used with the grappling hook and crouch mechanics. We will also have some menu designs ready for use later when we want to implement a main menu to 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:

* Creating Jira Tasks (30 Minutes)
* Create Meeting Minutes (1 Hour)
* Co-edit the design document. (1 Hour)

Denis Remo:

* Polish grappling gun code. (1 Hour 30 Minutes)
* Polish crouching code. (1 Hour 30 Minutes)
* Create a basic unity scene that showcases the game mechanics. (1 Hour)
* Get movement and grapple to work with gravity on player. (1 Hour 30 Minutes)

Tate Morgan:

* Create main character crouching sprite (1 Hour)
* Create main character standing sprite (1 Hour)
* Create a visual mock-up of the HUD (1 Hour)
* Create a background for the level (2 Hours)
* Co-edit the design document (1 Hour)

Loucas Savvides:

* Co-edit the design document (1 Hour)
* Create a list of potential enemy designs with sketches/pictures (1 Hour)
* Create basic level design sketches (1 Hour)
* Create three different menu designs (1 Hour)
* Research other games menu designs (1 Hour)

(These tasks to be uploaded and tracked on JIRA)

Item 3:- N/A

Meeting Ended : 14:13

Minute Taker: Jayden Murray