**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of Meeting:** 27/02/19

**Time of Meeting:** 12:19

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

**Apologies from:** Loucas Savvides

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

**What went well:** All tasks apart from one were completed to a high standard and what was going to be placeholder assets turned out to be good enough to use in the final game.

**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:** Rob came and told us that our current level design should have some refinement and make sure that it’s easier to create and playtest as fast as possible. So that we can iterate upon it and make it as fun as possible.

**Individual work completed:**

Jayden Murray:

* Created meeting minutes
* Set Jira tasks
* Co-Edit design document

Loucas Savvides:

* Co-Edit design document
* Create 3 different menu designs
* Research other games menu designs
* Create a level design sketch

Tate Morgan:

* Create a visual mock-up of the HUD
* Create a background for the level/scene
* Create main character standing sprite
* Create main character crouching sprite

Denis Remo:

* Get the grappling hook and character movement to work with gravity
* Polish crouching code
* Polish grappling code
* Create basic scene made up of placeholder assets

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

The aim of this weeks sprint is to have a game ready to show for the MVP presentation, in this version of the game we’re going to have all of the base mechanics for our game implemented and working to a good standard to provide a good player experience.

**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 presentation for MVP pitch (1h)
* Create gameplay video for the presentation (1h)
* Help merge unity work together (1h)
* Create Jira Tasks (30m)
* Create minutes (30m)

Denis Remo:

* Get the grappling gun to use the rope sprite (1h)
* Add the enemy into the game with its sprite (1h)
* Create death code for the enemy and environment assets so it resets the player (2h)
* Add the main character sprite into the game to be used as the player character (30m)

Tate Morgan:

* Create sprite for the enemy to be used in the MVP (2h)
* Create HUD assets based off mock-up (1h)
* Add the background into the unity scene (30m)
* Create level hazard sprites (1h)
* Create sprite for platforms (1h)

Loucas Savvides:

* Merge level creation with the rest of the groups work (1h)
* Implement the first level design into the game (2h)
* Research into ‘Game feel’ E.G. Screen shake, particle effects etc (1h)
* Create a list of enemy designs (1h)

(These tasks to be uploaded and tracked on JIRA)

Item 3:- N/A

Meeting Ended : 12:58

Minute Taker: Jayden Murray