**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of Meeting:** 13/03/19

**Time of Meeting:** 13:15

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

**Apologies from:** Tate Morgan

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

**What went well:** All of the week’s task that were completed were competed to a high standard and was checked by me.

**What went badly:** There was a few tasks that were incomplete but after speaking to the team we were able to move them into this sprint and we’ve taken the help of Thomas Gibbs and Henry Crofts to aid Denis with the programming as he struggled with polishing the grappling gun script.

**Feedback Received:** After a meeting with Rob he said that there was a lot of groups that did not have proper minutes and could do with improving them and/or uploading them on time.

**Individual work completed:**

Jayden Murray:

* Created meeting minutes
* Set Jira tasks
* Helping with Arising issues

Loucas Savvides:

* Research Game Feel
* Create two level design ideas with escalating difficulty
* Create concept art for drone enemy

Tate Morgan:

* Create enemy camera sprite
* Create character going forward animation
* Improve crouching sprite

Denis Remo:

* Add enemy movement
* Add triggers and chasing into the game

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

The aim of this sprint is to complete all of the tasks that were left over from last week and have new assets and sprites ready for implementation into the game. There will also be refined code for the grappling hook ready for playtesting beginning next week.

**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 Meeting Minutes (40m)
* Help with Arising Issues (2h)
* Set-Up Jira Tasks (1h)

Denis Remo:

* Get new version of crouching sprite into the game (1h)
* Refine grappling gun using research (2h)
* Polish enemies movement paths (1h 30m)
* Implement HUD Assets into the game (1h)

Tate Morgan:

* Create Military environment tile-set (2h)
* Create background for level two fitting the natural grassland sprites (1h 30m)
* Create Drone sprite based on concept art (1h)
* Create walking animation for enemy sprite (1h)

Loucas Savvides:

* Create miscellaneous environmental assets (2h)
* Using previous research on game feel, look into how we can add this into our game (1h)
* Create Sprites for Main Menu (1h)

(These tasks to be uploaded and tracked on JIRA)

Item 3:- N/A

Meeting Ended : 13:50

Minute Taker: Jayden Murray