**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of Meeting:** 03/04/2019

**Time of Meeting:** 12:30

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

**Apologies from:**

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

**What went well:** We now have a main menu in the game and we now have a second level ready to be put into the game.

**What went badly:** Unfortunately, there was a task that could not be done as Denis had some problems fixing the bug, he is getting help from Tom Gibbs to fix it.

**Feedback Received:**

**Individual work completed:**

Jayden Murray:

* Add tutorial text to the start of the game
* Create Gameplay video with voice over ready for the 3rd of april
* Create concepts for level 3 based around the military based aesthetic
* Meeting
* Create minutes
* Create Jira tasks

Loucas Savvides:

* Meeting
* Assemble level select menu in unity scene
* Create level 2 out of military assets following the level layout sketches
* Bring level 2 background into the scene
* Create game feel examples in our game

Tate Morgan:

* Help Denis get the new game button to work correctly
* Help Denis bring over the main menu
* Bring over enemy prefabs
* Meeting
* Help Loucas with level selection menu

Denis Remo:

* Bugfixing: being dragged back to start of level if the grapple doesn't hit anything
* Bring player camera backwards so that the player can see where they need to grapple to
* Bring across main menu into current unity project
* Place miscellaneous sprites down in level 1
* Make the new game button work correctly
* Meeting

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

The aim over Easter if the team have time will be to have polished our game and based on playtesting we’re going to have fixed bugs and made the experience more interesting for the players.

**Tasks for the current week:**

**EASTER VACATION SO THERE IS NO SPRINT**

Item 3: - N/A

**Meeting Ended**: 13:10

Minute Taker: Jayden Murray