**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 6th February

Time of Meeting: 12:00

Attendees:- Rhys, Will & Serban

Apologies from:- There were no apologies, everyone was here on time and started working at 12

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

What went well : Last weeks tasks for everyone was to do some research into different platformers and fill out the Outline Project Brief that was handed out by Rob. Everyone filled their own copy of that sheet and we used that as an example to upload to GitHub. On top of that I asked everyone to do individual research, for William & Serban I asked them to look into different themes for already existing platformers, for Rhys I asked him to look into different tutorials that can be used to make our game. Everything was done before the sprint was completed.

What went badly: For the first week, nothing went wrong. I asked everyone to just research so they can make life easier for themselves in the future. The research was done to a good level and I think everyone will be referring back to their work in the future. For me setting up GitHub took a lot longer than expected. At first I couldn’t sign in and then I had a few problems with setting up the folders.

Feedback Recieved : On any aspect of the game, either from tutors, or playtesters etc.

Individual work completed:-

Rhys Richmond – Completed individual research into similar games to what we want to create and filled out the Project Outline Brief. Rhys came up with an idea changing the gravity in the game when the character gets to a certain point. He also looked into different tutorials that could be used to help him out later when we start making our game.

William Lennox – Completed individual research into similar games to what we want to create and filled out the Project Outline Brief. William came up with an idea of changing the camera angle when the character gets to a certain point. On top of this William also looked some other platformers to get an idea of what types of themes we can use for our game.

Serban-Dimitru - Completed individual research into similar games to what we want to create and filled out the Project Outline Brief. Serban came up with an idea of removing the movement mechanic and swapping it with a shooting mechanic that recoils the character pushing him backward. On top of this Serban also looked some other platformers to get an idea of what types of themes we can use for our game.

Jamie Owers – I gave myself similar tasks to the designers, I came up with the idea of changing the movement so the player will move by using a slingshot, when the character stops moving a new slingshot will spawn in on that location.

Item 2:- Overall Aim of the current weeks sprint (What will the product look like by the end of the sprint. With the tasks that I have set for my group, we should have a basic prototype that allows the player to pull the slingshot back and fire a projectile. Designers should start getting a basic understanding of what emotions they want to get out of the player when they are playing the game. Designers should start looking at themes and character ideas.

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.

Rhys Richmond - The first task for Rhys is to start working on the first prototype, the player should be able to drag the slingshot and fire a projectile when the player lets go. The second task for Rhys is to add force to the projectile when the player lets go of the mouse button. Finally, Rhys is really enthusiastic about this project, he has also asked for a 3rd task, if he completes the previous 2 task and still has time left. Rhys will be adding a Trajectory line to the slingshot so the player can see where the projectile will go.  
William Lennox – Williams first task is to research into different themes that we can potentially use for our game. The second task for Will is to start looking into some characters and put a concept idea together.  
Serban-Dimitru – Serban has the same tasks as Will. Serban first task is to research into different themes that we can potentially use for our game. The second task for Serban is to start looking into some characters and put a concept idea together.  
Jamie Owers – I have set myself the same tasks as my designers. On top of this I have set a task to help other with their tasks. For this week as we are working on the Prototype I have set myself a 2 hour task to help other group members. The reason it is 2 hours is to see if my group will need me to help them, depending on if they need help or not will change how much time I set myself this task for next week.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Everyone now knows how to upload work on GitHub so I should be able to see everything on there, last week I didn’t give them access to the GitHub because not everyone was confident using it so I gave them a lesson in today’s meeting, now everyone should be uploading work to GitHub.

Meeting Ended :- 12:48

Minute Taker:- Jamie Owers