**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 13 February

Time of Meeting : 12:10

Attendees:- Everyone attended

Apologies from:- No one, everyone was on time

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

What went well : All the tasks have been completed. Everyone has uploaded really good work to GitHub. Last week we got the start of the prototype complete. The player can click and drag the character and when the player lets go the character is fired.

What went badly : Nothing went wrong. I think at first the designers were thinking first level consciousness but we eventually overcame that. I made a mistake of setting myself a 2 hour task to help my team out because they were all capable of doing the tasks by themselves so I just ended up doing 2 hours less that everyone else. This week I will be setting myself just 1 hour helping others out.

Feedback Received : Our game is not in a position to be play tested.

Individual work completed   
Rhys – Rhys has made the start of the prototype, the player can click and drag the character and when the player lets go the character is launched. This is a great start to the prototype.   
Will & Serban – I set Will & Serban the same tasks. I wanted them to do similar research and then come up with different ideas by using the same research. They both completed the work and came up with 3 different themes and 5 character ideas each.

Jamie – I set myself the same tasks as Will & Serban just as a back up. I did 3 theme ideas and 5 character ideas. If Will or Serban didn’t complete the task we would have my designs as back up.

Item 2:- Overall Aim of the current weeks sprint (What will the product look like by the end of the sprint. By the end of this week we will have a complete game loop. The player will click and drag the character, when the player lets go the character will be launched and finally when the character lands a new slingshot will be spawned and the player can repeat their actions again.

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 – This week Rhys will be completing the game loop. Task 1 is to have the character land after being launched and for a new slingshot to spawn in so the player can fire the character again. Task 2 is to have a pick up a coin. Task 3 is to have a number on the screen to show how many coins the player has. Task 4 is for when the character picks up a coin, the players glow will slowly increase.  
Will – Task 1 is to come up with a storyline for the game. Task 2 is to start designing art assets for the characters, Will is designing blue spirits in the game.  
Serban - Task 1 is to come up with a storyline for the game. Task 2 is to start designing art assets for the characters, Serban is designing the main character which is a pink cute spirit.  
Jamie – Task 1 is to come up with a storyline for the game. Task 2 is to write up the minutes. Task 3 is to hand out the tasks to everyone in the group. Task 4 is to write up the final storyline for the game.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- No other things to discuss.

Meeting Ended :- 13:00

Minute Taker:- Jamie Owers