**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting - 6th March

Time of Meeting - 13:00

Attendees - Rhys, Serban, William, Jamie

Apologies from - No apologies

**Item One - Postmortem of previous week**

What went well: On Monday 4th March we managed to put a background, character art, pickup art & platform art into our game, we also recorded our first walkthrough of the level, getting ready for the presentation. The presentation went extremely well. What went badly: despite getting so much work done on Monday, it also caused a lot of problems adding artwork. When we added the background, we lost the functionality of the character glow every time the character got a pickup. A task for Rhys next week will be to fix the character glow.

Feedback Received: Playtesting hasn’t been done but in the presentation, we were given a lot of stuff to think about. With the character face change, that might give the positive reinforcement that we want because the player will use the mouse to click and drag the character, so a lot of the time the player won’t see the characters face because the mouse cursor is on top of it. This is something we will carry on developing but we’ll look at closely whilst playtesting. A bit of feedback for me personally is that I was the main one that was talking too much and should let my other group members answer questions, I did this because my group wasn’t confident to talk in front of people and we did speak about this before the presentations but in the next presentation, I will get my group members to answer some of the questions

Individual work completed:

Because of the meeting on Monday, everyone had a task of adding artwork to the game & prepare for presentation.

**Rhys** – Put together a main menu, levels menu and a level complete menu and link them altogether with buttons. Start bringing in character artwork and apply the scripts to the new character. Adjust a few things like the glow so the glow is a similar colour to the character.  
**Will** - Finish making different facial expressions. Platforms are the next thing that needs to be focused on. Refer back to the research to design the different platforms.  
**Serban** – Finish making the main character with different facial expressions. For now all we need is the character with 1 facial expression to use in the game but we will need more in the future. When the character has been designed, the platforms are the next thing that needs to be focused on. Refer back to the research to design the different platforms.  
**Jamie** – Write up minutes and tasks for the week. Help designers out with designing the platforms and characters. Make a presentation for the group project ready to be presented 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.

**Rhys –** 1st task is tofix character glow; this broke after we added art assets to the game. 2nd task to make a platform that resets the character back to the previous platform. The 3rd and final task for Rhys is to change character facial expressions after a certain amount of pickups have been collected.

**Will –** Will only has 2 tasks for the week. The 1st task is to start planning the first level for our game and draw up a plan on Photoshop. The 2nd task is to start putting the level together in Unity.

**Serban –** Serban only has 2 tasks for the week. The 1st task is to start planning the first level for our game and draw up a plan on Photoshop. The 2nd task is to start putting the level together in Unity.

**Jamie** – 1st task is to write up minutes and tasks for the week. Help designers out with designing the platforms and characters. Level design is key for this week so I will be designing the tutorial level and guiding my group through the different levels.

Item 3 – Presentation went really well and we’ve got our first bit of feedback, which we will take on board and test when we are playtesting.

Meeting Ended - 13:30

Minute Taker – Jamie Owers