**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting - 13th March

Time of Meeting – 12:00

Attendees – Rhys, William, Jamie, Serban

Apologies from – Serban was late by 25 minutes but that was fine because he messaged me on Discord saying he will be slightly late.

**Item One - Postmortem of previous week**

What went well – Most of the tasks were completed for the week. All the designers in the group have designed a level and uploaded a Photoshop document to GitHub that shows the location of the platforms. By the end of this sprint we should have our first playable and we will be entering the iterative cycle next week.

What went badly – I did hope that last week we would have our first playable but unfortunately the designers couldn’t access Unity at home and in the end they didn’t build the level in Unity. This is something that will be this week’s tasks and hopefully the levels will be completed in the Game Jam. Another thing that went badly on my part is that I forgot to upload the minutes for the previous week, they were on my hard drive but I failed to upload them to GitHub.

Feedback Received – Because we still haven’t play tested our game, we haven’t had any feedback since the presentation. We are still constantly talking about that feedback but we are carrying on with our game plan and we will iterate when we start play testing.

Individual work completed -

**Rhys –** 1st task was tofix character glow; this broke after we added art assets to the game but this has been completed. 2nd task was to make a platform that resets the character back to the previous platform, this has been completed and the designers can now use this in their level design. The 3rd and final task for Rhys is to change character facial expressions after a certain amount of pickups have been collected, this task has been completed but as of right now there are random images placed on the character but the functionality works.

**Will –** Will only had 2 tasks for the week. The 1st task was to start planning the first level for our game and draw up a plan on Photoshop, this was completed. The 2nd task is to start putting the level together in Unity, unfortunately this was not completed due problems occurring in the unity engine every time he tried editing the level.

**Serban –** Serban only had 2 tasks for the week. The 1st task was to start planning the first level for our game and draw up a plan on Photoshop, this was completed. The 2nd task is to start putting the level together in Unity, unfortunately this was not completed due problems occurring in the unity engine every time he tried editing the level.

**Jamie** – 1st task was to write up minutes and tasks for the week, this was completed but not uploaded, so it will be uploaded with these minutes. 2nd task was to Help designers out with designing the platforms and characters, this was completed but there wasn’t as much character and platform design as originally thought. Level design was key for last week so I designed the tutorial level and helped guide my group through the different levels.

Item 2 - Overall Aim of the current week’s sprint (What will the product look like by the end of the sprint. Last week our aim was to have our first playable but we have encountered problems with designing levels. This week our aim is to have our first playable with 1 tutorial level and 2 other levels.

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 for Rhys is to add tutorials to the tutorial level that I created. As the player sends the character platform to platform, there needs to be a tutorial how to jump and a tutorial to get pickups.

**Wil**l – 1st task for Will is to put his level design from last week into Unity, this is the task that was failed last week to no fault of his own, it was just general game engine problems but this is Will’s main task for the week. 2nd task for the week is to start designing the second level. This needs to be slightly harder than the first level but not too complicated that the player can’t complete it. These are long tasks to complete but these are tasks that need to be completed.

**Serban** – 1st task for Serban is to put his level design from last week into Unity, this is the task that was failed last week to no fault of his own, it was just general game engine problems but this is Serban’s main task for the week. 2nd task for the week is to start designing the second level. This needs to be slightly harder than the first level but not too complicated that the player can’t complete it. These are long tasks to complete but these are tasks that need to be completed.

**Jamie** – 1st task is to write up minutes for the week and upload them to GitHub. The 2nd task is to set tasks on Jira for the members of the group. 3rd task is to overlook what the designers are doing with the level design; first year designers have not done the Level Design Module at Uni so I will have to guide them by using relevant theory. 4th task is to upload screenshot of the discord chat to GitHub.

Item 3:- Last week I failed to upload minutes to Jira, this will not happen again. It does not take long to upload minutes to GitHub so I have no reason not to upload them

Meeting Ended – 13:00 – had a meeting with Rob half way through, meeting ended at 13:00 but the meeting itself lasted for 40-35 minutes.

Minute Taker – Jamie Owers