**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 20 February 2019

Time of Meeting : 12:00

Attendees:- Rhys, Will, Serban & Jamie

Apologies from:- N/A

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

What went well : All tasks were completed and we now have a game loop. The player will use the mouse to click & drag the slingshot back, when the player lets go of the mouse the slingshot will add forces to the character. The goal is to jump platform to platform.

What went badly : Tasks are taking longer to complete. In the first week everyones tasks were completed before the weekend. This week some tasks were left until Tuesday afternoon to complete, Serban had a problem with his laptop but this should be monitored to make sure people aren’t rushing the work or leaving it to late. Some tasks were a lot harder to complete than originally thought.

Feedback Received : We haven’t done any playtesting as of yet because we have not go a fully functioning game.

Individual work completed:-

Rhys – Rhys managed to complete all his tasks, he got the coin pick up working, adding glow to the character every time they pick up a coins and finally completing the game loop.  
William – William completed all his tasks. He helped come up with a storyline for the game and created concept art for the side characters.  
Serban - Serban completed all his tasks. He helped come up with a storyline for the game and created concept art for the main character.  
Jamie – helped come up with a storyline for the game and wrote it all up in neat so everyone can keep referring back to it. On top of this all future tasks for the group have been written up and uploaded to GitHub, this allows other members in the group to look at future tasks and they can carry on doing work after they have finished tasks for the week.

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 the week, the game should have a clear level where the player has to get from point A to point B and can complete the level. There should also be a completed art work that can start to be added to the game.

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 – Task 1, A counter for every time the player uses the slingshot. Task 2, Level complete Platform. Task 3, Level complete UI at the end of the level  
William - Task 1, Mood board into cuteness. Task 2, complete different facial expressions for character. Task 3, By using concept ideas get the shape for the spirits  
Serban – Task 1, complete different facial expressions for character. Task 2, By using concept ideas get the shape for the spirits. Task 3, Design main character.  
Jamie – Task 1, Write up minutes for week 3. Task 2, Create tasks for everyone in the group. Task 3, Help everyone out with their tasks.

Meeting Ended :- 13:00

Minute Taker:- Jamie Owers