**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 27th February

Time of Meeting: 12:18

Attendees:- Rhys, Serban & Jamie

Apologies from:- Will is ill so he did not attend the meeting, he told me and Rob that he was taking today off

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

What went well: We have a game loop for our game, the player can start the game, click and drag the character, when the player lets go of the mouse button, force will be added to the character. We have also fixed some game play bugs where the player will miss a platform and just constantly fall, now we have a kill box that will reset the player. Characters are being developed. After this weeks we should have a character in the game.

What went badly: Because Will is ill, he didn’t get all his tasks done, so that has gone back into the backlog for him to complete when he is better. Serban is leaving his tasks until Tuesday to complete, I think the work is slowly catching up with him.

Feedback Received : We still haven’t play tested our game, we should have our first playable by next week.

Individual work completed:-

Rhys – Made a kill box so if the player falls, the character gets reset. Created a level complete screen that is opened every time the character completes the level and lands on the level complete platform.   
Will – Designed the shape for the character. Came up with different themes for the levels. Started working on a cut scene at the beginning of different levels. Came up with different facial expressions for the side characters.  
Serban – Designed the shape for the character. Came up with different themes for the levels. Started making the main character for the game and designed different facial expressions.  
Jamie – Wrote up all the different tasks that are needed to complete this game, these will be used from now to the end of this project. Overlooked the design for the main character, side character and different facial expressions. Wrote up minutes & set 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. **Be Specific. We will have a .....That does X and Y**

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.

(These tasks to be uploaded and tracked on JIRA)

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.

Item 3:- Any Other Business.

Meeting Ended :- 13:00

Minute Taker:- Jamie Owers