**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 27th March 2019

Time of Meeting: 12:00

Attendees: Rhys, William, Serban and Jamie

Apologies from: N/A

**Item One: Postmortem of previous week**

What went well: Last week was a good week for our group, we managed to get all the levels for the game. The player can now play 5 different levels that gradually get harder. Rhys has successfully completed a save game which shows which level is locked and unlocked. At the start of the game only level 1 is unlocked, every other level is locked. When the player completes level 1, level 2 will be unlocked. When completing a level, the player will be awarded stars and stars come from collecting collectibles & the jumps taken to complete the level. We’re now in a position where the functionality for the game is near enough complete, designers still need to create art work for menus, buttons, facials expressions and then this game will be complete visually.

What went badly: We are behind schedule. We do have a game that can be played, we have done some playtesting with levels but not the full game. The functionality of the game is near enough complete but the art work is behind.

Feedback Received:

Individual work completed:

Rhys – 1st task for Rhys was to attend the weekly meeting to see what stage the game is at, this is has been. 2nd task for Rhys was to start bug fixing the game, there are quite a few bugs currently in the game like the character glitching through platforms, the trajectory line disappearing half way through the game & the character slowly moving up after the character death. The 3rd task for Rhys last week was for him to add the levels to the game and start linking the menus to the levels. The 4th task for Rhys is to create a save game for the game. At first this wasn’t going to be added to the game but Rhys wanted to add a levelling system to the game and for him to do that he must add a save game. This task took up most of his time last week but it needed to be done.  
Will - 1st task for Will was to attend the weekly meeting to see what stage the game is at. 2nd task for Will was to go back over the levels he has attended and get them approved to be added to the Game Project. When the level has been approved, the 3rd task for Will was to add the level to the Game Project. The 4th task for Will was to start designing some concept art for the buttons in the menu section for the game. The 5th and final task for Will is to look back at the background art and come up with some new and different ideas for the background.  
Serban - 1st task for Serban was to attend the weekly meeting to see what stage the game is at. 2nd task for Serban was to go back over the levels he has attended and get them approved to be added to the Game Project. When the level has been approved, the 3rd task for Serban was to add the level to the Game Project. The 4th task for Serban is to start designing some concept art for the buttons in the menu section for the game. The 5th and final task for Serban was to look back at the background art and come up with some new and different ideas for the background.  
Jamie – 1st task for myself was to do a 1-hour meeting telling my group what we will be working on today, what the aim is for the week and what didn’t go to plan last week. 2nd task was to write up on Jira what each person in my group has to do for the week. 3rd task for the week is to write up the meeting minutes and upload them to GitHub. 4th task of the week was to upload screenshot of the discord to GitHub so the conversation on GitHub is up to date. Final task for the week was to help the designers with their level design. As the only one with experience in level design, I need to guide my group to making good level.

Tasks for the current week:

Rhys – 1st task for Rhys is to attend the weekly meeting to see what stage the game is at. 2nd Task for Rhys is to carry on with the save game and make all the levels unlockable. This will take up most of his time, so this will be his main task. Whilst doing the save game will also bring in a few art assets which Serban and Will have both uploaded to GitHub.

Will – 1st task for Will is to attend the weekly meeting to see what stage the game is at. 2nd task for Will is to design buttons for the menus that the player can press, these buttons need to stand out from the background and look like they can pressed. 3rd task for Serban is to design background for the menus for the game.

Serban – 1st task for Serban is to attend the weekly meeting to see what stage the game is at. 2nd task for Serban is to design buttons for the menus that the player can press, these buttons need to stand out from the background and look like they can pressed. 3rd task for Serban is to design background for the menus for the game.

Jamie - 1st task for Jamie is to attend the weekly meeting to see what stage the game is at. 2nd task is to write up meeting minutes and upload them to GitHub. 3rd Task is to write out Jira tasks for everyone else in the group. 4th tasks will be to overlook the game jam and guide everyone through their tasks (This is the Game Jam). 5th task is to take screen shots of the discord and upload them to GitHub.

Meeting Ended: 13:00

Minute Taker: Jamie Owers