**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 1st May

Time of Meeting: 12:00

Attendees: Rhys, William and Jamie

Apologies from: Serban didn’t show up and

**Item One: Postmortem of previous week**

No one in the team has worked on the game over the past 3 weeks as it was Easter break. The week before that I didn’t write up meeting minutes because there were no tasks to be set. All the tasks were completed from the previous Sprint.

What went badly: We are behind schedule. We do have a fully functioning game but there are still a few bugs, occasionally the character will have a super jump which is not what we want in the game on top of this the art work is slightly behind.

Feedback Received: There some good points from the game but overall the game is boring, there needs to be more of a challenge. The jumping can sometimes throw you a lot further that expected, it is inconsistent. Some of the artwork blends in with the background.

Tasks for the current week:

Rhys – 1st task for Rhys is to look at what bugs we have in the game and fix as many as he can within 3 hours. 3 hours is a long task but this is broken down to a couple smaller tasks. I want as many bugs fixed as possible but I also don’t want him to spend to much time fixing them. The 2nd tasks for Rhys is to build and upload the game to Itch.io and finally Rhys has to write out a postmortem.

Will – 1st task for Will is to look at what at what artwork is missing or unfinished from the game and complete as much of it within 3 hours. The 2nd tasks for Will is to build and upload the game to Itch.io and finally Will has to write out a postmortem.

Serban – 1st task for Serban is to look at what at what artwork is missing or unfinished from the game and complete as much of it within 3 hours. The 2nd tasks for Serban is to build and upload the game to Itch.io and finally Serban has to write out a postmortem.

Jamie – 1st task for Jamie is to write up meeting minutes. 2nd task is to hand out Jira tasks for the week for the rest of the group. 3rd task is create a post mortem folder in GitHUB. 4th tasks it to build and upload the game to Itch.io. 5th task is to write out a postmortem for the game.

Meeting Ended: 13:00

Minute Taker: Jamie Owers