**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT GROUP 15**

Date of Meeting : 20/2

Time of Meeting : 10am

Attendees:- Toby White, Eduard Iablonschi, Kallum Lennox, Harrison Went

Apologies from:- N/A

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

What went well : All work was completed on time and to the expected quality by all members of the team. Most of the mechanics of the game have now been implemented into the unity project. Made progress with the demographics questionnaire.

What went badly : It was an obstruction to the flow of the development process to not have Toby present for the group meeting and work session, due to this there were moments when the team did not know what they were aiming to achieve.

Feedback Recieved : Rob Kurta requested that we set goals within our week’s sprint to have something to aim for each week.

Individual work completed:-

Toby White: Mood boards, Research into UI, Obtain results for Questionnaire  
Eduard Iablonschi: Set up project collab, Deflective wall, Create main menu,  
Kallum Lennox: Mood boards, Level sketch, Obtain results for Questionnaire  
Harrison Went: Save option settings, Bug fixing, End screen, Fix gravity issue, Pause button

**Item 2:- Overall Aim of the current weeks sprint**

Tasks for the current week:-

Toby White’s tasks: Source Assets, Research level design theory, Combine research that has been found, Decide on a theme, Research theme, Assist with the level design  
Eduard Iablonschi’s tasks:  
Kallum Lennox’s tasks: Combine research that has been found, Source Assets, Research level design theory, Research theme, Decide on a theme, Mockup Levels  
Harrison Went’s tasks:

**Item 3:- Any Other Business**

Meeting Ended :- 11am

Minute Taker:- Toby White, and Eduard Iablonschi