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

Date of Meeting : 27/02

Time of Meeting : 10am

Attendees:- Toby White, Kallum Lennox, Harrison Went

Apologies from:- Eduard Iablonschi

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

What went well : Everyone completed work on time and to the standard that was expected.

What went badly : Some tasks took longer than expected and so there were a few tasks left to be put into the backlog. Because of this, not as much work was completed as the team wanted in order to be ready to prepare for the presentation this week’s sprint.

Feedback Recieved : Rob Kurta: Feels confident in our game, and thinks we should definitely look at and play Lemmings in order to further fuel our ideas for the project.

Individual work completed:-

Toby White: Research theme, Assist with the level design, Combine research that has been found  
Eduard Iablonschi: Create lives, Create obstacles, Research level design theory  
Kallum Lennox: Mockup Levels, Combine research that has been found, Research level design theory  
Harrison Went: Change the numbers of types of platforms and number of platforms per level. Add Key Pickuo object, UI, Save option settings

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

Tasks for the current week:-

Toby White’s tasks: Decide on a theme, Prep Presentation Slides, Rehearse Presentation, Source Assets  
Eduard Iablonschi’s tasks: Prep Presentation Slides, Rehearse Presentation, Bug Fixing, Playtesting  
Kallum Lennox’s tasks: Decide on a theme, Prep Presentation Slides, Rehearse Presentation, Source Assets  
Harrison Went’s tasks: Create level select, Prep Presentation Slides, Rehearse Presentation, Bug Fixing, Determine the score based on the number of lives, Playtesting

**Item 3:- Any Other Business**

Meeting Ended :-11am

Minute Taker:- Toby White