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

Date of Meeting: 06/03

Time of Meeting: 12pm

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

Apologies from:

**Item One: Postmortem of previous week**

What went well: The presentation went well, we’ve covered all the points we wanted to talk about. We’ve also received some feedback, for example that we further discuss and improve the difficulty of the levels.

What went badly: The presentation rehearsal could have gone better. Also, Eduard wasn’t present for the rehearsal so he couldn’t give any input regarding the presentation.

Feedback Recieved: Rob Kurta: Suggested that we look into the difficulty development as the player progresses further and further into the game, and decide whether we will reward the player if the game is finished in as less time as possible, or if the reward would increase when the player uses as few platforms as possible.

Individual work completed:

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

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

Tasks for the current week:-

Toby White’s tasks: Edit assets for specific use, Meet during the sprint to discuss design goals of the game, Source Assets  
Eduard Iablonschi’s tasks: Bug Fixing, Playtesting, Implement sound functionality  
Kallum Lennox’s tasks: Research level design, Create concepts for levels, Meet during the sprint to discuss design goals of the game  
Harrison Went’s tasks: Bug Fixing, Playtesting, Clean up code and comment, Create scenes for levels

**Item 3:- Any Other Business**

Meeting Ended : 1pm

Minute Taker:- Toby White, Eduard Iablonschi