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

Date of Meeting: 13/03

Time of Meeting: 10:30 am

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

Apologies from:

**Item One: Postmortem of previous week**

What went well: The presentation itself went well, since the people seemed interested in our game. They thought we had a good idea. Rob believes we are on track regarding the development process.

What went badly: People were struggling to understand where the challenge in our game would be.

Feedback Received: Rob Kurta: The development process is on track. We need to make a decision on where our challenge lies within our game, whether it’s based on the time the level is completed in, or the number of tiles that were used.

Individual work completed:

Toby White: Edit assets for specific use, Meet during the sprint to discuss design goals of the game, Source Assets  
Eduard Iablonschi: NA  
Kallum Lennox: Research level design, Meet during the sprint to discuss design goals of the game  
Harrison Went: Bug Fixing, Playtesting, Clean up code and comment

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

Tasks for the current week:-

Toby White’s tasks: Write questionnaire to be given to playtesters, Source sound files, Assist with level design, Assist with implementing assets, Source assets  
Eduard Iablonschi’s tasks: Bug Fixing, Playtesting, Implement sound functionality, Write questionnaire to be given to playtesters, Source sound files  
Kallum Lennox’s tasks: Create concepts for levels, Finalise level design for the first 5 levels, Implement the first levels  
Harrison Went’s tasks: Create scenes for levels, Implement Assets, Bug Fixing, Implement the first levels

**Item 3:- Any Other Business**

Meeting Ended: 11:00 am

Minute Taker:- Toby White, Eduard Iablonschi