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

Date of Meeting: 20/03

Time of Meeting: 10:50 am

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

Apologies from:

**Item One: Postmortem of previous week**

What went well: We’ve made good progress with sourcing sound assets and implementing the art assets. We made design choices regarding the challenge in the game – it will be a time-based challenge. We have our first five levels mock-up, which is ready to be implemented.

What went badly: Not all tasks were completed on Jira. Other tasks took longer than we believed, such as implementing the assets, or sourcing the sounds. We did not manage to get the levels implemented last week due to sickness.

Feedback Received: Rob Kurta: We’ve been given more detailed instructions on what to write in the Minutes.

Individual work completed:

Toby White: Assist with level design, Assist with implementing assets, Source assets  
Eduard Iablonschi: Bug fixing, Source sound files  
Kallum Lennox: Create concepts for levels, Finalise level design for the first 5 levels  
Harrison Went: Create scenes for levels, Implement Assets, Bug Fixing

**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, Receive feedback on the game, Playtesting, Source sound files  
Eduard Iablonschi’s tasks: Implement sound functionality, Source sound files, Playtesting, Bug Fixing  
Kallum Lennox’s tasks: Implement the first levels\* , Receive feedback on the game, Playtesting, Write questionnaire to be given to playtesters  
Harrison Went’s tasks: Implement the first levels\* , Implement Assets, Bug Fixing, Implement sound functionality

**Item 3:- Any Other Business**

Meeting Ended: 11:10 am

Minute Taker: Toby White, Eduard Iablonschi