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

Date of Meeting : 27/03/19

Time of Meeting : 10am

Attendees:- Toby White, Kallum Lennox, Harrison Went

Apologies from:- Eduard Iablonschi

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

What went well : Tasks that were completed were completed to the quality required. Since our meeting with Rob we have all been more attentive to hours being logged on Jira and we all have a better understanding of what the purpose of it is as well as having a better understanding of how to complete this task. We have also begun logging everything we do with regards to the group project including meetings and other administrative tasks completed for the project.

What went badly : We failed to complete all of our tasks set for last weeks sprint as there were tasks (particularly bug fixing) that have present more troubling than we originally assumed they would be and so they have prevented us from beginning playtesting which is now our number one priority as we have yet to begin our iterative cycle of the development of the game. Because of this we are now running far behind where we should be in this project.

Feedback Recieved : Rob has said that we need to be more attentive to our hours logged on Jira, and assure that we are actually completing the work expected of us on this project per week.

Individual work completed:-

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

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

**Item 3:- Any Other Business**

Meeting Ended :-11am

Minute Taker:- Toby White