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

Date of Meeting : 03/04/2019

Time of Meeting : 10am

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

Apologies from:-

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

What went well : We’ve done a lot of playtesting from which we’ve received some great feedback, in which a few issues were highlighted. With this feedback, we plan to make changes to our game and begin the iterative cycle of development that we have been trying to begin for the previous two sprints.

What went badly : During playtesting we found that our rotating platform was unintuitive and no one understood its purpose or use. We also hoped to create a second build of the game ready to be play tested for this current sprint; however, we were short on time and unable to make all the changes necessary for this to be completed.

Feedback Recieved : Rob stated that the affordance between our rotating platform and our standard platform is too high and so it makes the player confused as to which is which. This is something we are in the process of changing this sprint.

Individual work completed:-

Toby White: Playtesting, Receive feedback on the game, Attend weekly meeting, Write minutes and set tasks on Jira, Assist with any relevant tasks that need it  
Eduard Iablonschi: Implement sound functionality, Playtesting  
Kallum Lennox: Playtesting, Attend weekly meeting, Create or source assets for UI  
Harrison Went: Implement Assets, Attend weekly meeting, Bug Fixing, Debugging, Implement the code for the timer based star system

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

Tasks for the current week:-

Toby White’s tasks: Attend Meeting, Playtesting, Create video, Design 5 new levels, Set tasks on jira and write meeting minutes  
Eduard Iablonschi’s tasks: Attend Meeting, Create video, Further implement sound, Create 5 new levels and implement them, Set tasks on jira and write meeting minutes  
Kallum Lennox’s tasks: Create new asset for rotating platform, Playtesting, Create UI bar asset, Create cloud with lightning bolt asset, Attend Meeting  
Harrison Went’s tasks: Make platform rotate automatically on click, Implement UI bar, Remove start button, and replace it with play/pause, Fix bug where you can place tiles below UI, Create new builds of the game, Attend Meeting

**Item 3:- Any Other Business**

Meeting Ended :- 11am

Minute Taker:- Toby White, Eduard Iablonschi