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

Date of Meeting: 01/05/2019

Time of Meeting: 11am

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

Apologies from: NA

**Item One: Postmortem of previous week**

What went well: We’ve continued the iterative cycle: we’ve done playtesting, we’ve made changes according to the feedback we’ve received during the playtesting, we’ve created and uploaded the video which received good feedback from Joe

What went badly: Because of the Easter break, we’ve lost control of what was actually happening with the previous sprint on Jira

Feedback Received: BunnyCraft (Group 15) was a very well-presented idea with interesting potential for a comprehensive sandbox style platformer. Whilst the removal of player agency in the player character seemed to be a common theme, the students calling out common issues they found in playtests and their iterative thought process behind changes stood out. Continuing to add a small subset of mechanics to the players toolbelt, such as the included jump pad, gives the players more freedom on their route to completion.

Individual work completed:

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

**Item 2: Overall Aim of the current week’s sprint**

Tasks for the current week: Polish the rest of the game as best as we can before uploading it next week

Toby White’s tasks: Attend Meeting, Write Minutes and set tasks, Consolidate play testing results

Eduard Iablonschi’s tasks: Attend Meeting, Write Minutes and set tasks, Create video walkthrough, Bug Fixing, Create web version of application, Check sound files integration

Kallum Lennox’s tasks: Attend Meeting, Create new assets for the tiles needed, Consolidate playtesting results, Create end screen

Harrison Went’s tasks: Attend Meeting, Implement new rotating platform asset, Implement new jump platform asset, Change rotating platform mechanic to on right click, Bug Fixing, Apply text box for player hint on rotating platform, Make buttons more intuitive by changing colour when hovered over,

**Item 3: Any Other Business**

Meeting Ended: 12pm

Minute Taker: Toby White, Eduard Iablonschi