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

Date of Meeting: 08/05/2019

Time of Meeting: 12pm

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

Apologies from: NA

**Item One: Postmortem of previous week**

What went well: We’ve managed to solve most of the tasks we’ve set out to complete, and we have a finished game product which needs to be uploaded to itch.io

What went badly: We came across a bug, located at the very end of a level, which would send the player back to the main menu instead of the next level. Fortunately, we’ve managed to fix it

Feedback Received:

Individual work completed:

Toby White: Attend Meeting, Write Minutes and set tasks, Consolidate play testing results  
Eduard Iablonschi: Attend Meeting, Write Minutes and set tasks, Bug Fixing, Check sound files integration  
Kallum Lennox: Attend Meeting, Create new assets for the tiles needed, Consolidate playtesting results, Create end screen  
Harrison Went: 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, Create web version of application

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

Tasks for the current week: Get web version of the game and the video playthrough uploaded to itch.io, as well as the post mortems

Toby White’s tasks: Attend Meeting, Write up minutes and set tasks on Jira, Finalise and Upload the current version of the game to Itch.io, Discuss and Write Postmortem

Eduard Iablonschi’s tasks: Attend Meeting, Create video play through of the game and upload to Itch.io, Write up minutes and set tasks on Jira, Finalise and Upload the current version of the game to Itch.io, Discuss and Write Postmortem

Kallum Lennox’s tasks: Attend Meeting, Finalise and Upload the current version of the game to Itch.io, Discuss and Write Postmortem

Harrison Went’s tasks: Attend Meeting, Finalise and Upload the current version of the game to Itch.io, Discuss and Write Postmortem

**Item 3: Any Other Business**

Meeting Ended: 1pm

Minute Taker: Toby White, Eduard Iablonschi