**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 06/02/2019

Time of Meeting: 2:00pm

Attendees: Daniel Marsh, Luke Baldwin, Yurii Skorobogatko, Andrei-Marian Patru

Apologies from:

**Item One: Post-mortem of previous week**

What went well: I set the task of completing the outline project brief and to conduct research on mechanics and game genres. All group members completed their tasks before the deadline and correctly moved their tasks across on JIRA.

What went badly: Nothing went badly with the group specifically however setting up Github and JIRA took longer than expected.

Feedback Received: We had no feedback from the game as we are still in early development but as a prototype is produced we will be expecting feedback in the next week.

Individual work completed:

Luke Baldwin: Completed all tasks set on JIRA, completed the outline project brief and independent research.   
Yurii Skorobogatko: Completed all tasks set on JIRA, completed the outline project brief and independent research.   
Andrei-Marian Patru: Completed all tasks set on JIRA, completed the outline project brief and independent research.   
Daniel Marsh: Completed all tasks set on JIRA, completed the outline project brief and independent research. Set up the JIRA sprint and Github folders and allocated all task on JIRA.

Item 2: Overall Aim of the current week sprint: Our aim for this week is for the Yurii and Andrei to produce a prototype based around our chosen core mechanic and demonstrate to the rest of the team their progress. Alternatively, for design our aim is develop more research on the chosen mechanics and further research on game genres and the mechanics.

Tasks for the current week:

You need to be absolutely clear as a team that individual participants understand the tasks they are being asked to complete and have estimated how long it will take them to finish. No more than 6 hours per person per week, 3 hours in lab based work and 3 remotely delivered.

Luke Baldwin

* Create mood boards: As a designer, create a mood board that will highlight key designs that reinforce our chosen mechanics for the game. Look at games that are 2D from a Top-Down perspective. Think about art style, colour and art assets.
* Independent design research: Research further into our chosen game genre and the mechanics that will be substituted i.e. WASD movement inputs replaced by gravity. For the research into our games genre, look at platformers, adventure games, puzzle and dungeon crawlers. Present your findings in a word document so that it can be presented to the team.

Yurii Skorobogatko

* Research game mechanics and code implementation: As a programmer, research how velocity as a mechanic for our game can be implemented within Unity.
* Create Prototype: As a programmer, create a prototype with basic mechanics and art assets to present to the team next Wednesday. Focus on how the player moves around the play space by adjusting the velocity.

Andrei-Marian Patru

* Research game mechanics and code implementation: As a programmer, research how velocity as a mechanic for our game can be implemented within Unity.
* Create Prototype: As a programmer, create a prototype with basic mechanics and art assets to present to the team next Wednesday. Focus on how the player moves around the play space by adjusting the velocity.

Daniel Marsh

* Create tasks and meeting minutes: Write task for the week and minutes for the meeting on 06/02/2019.
* Independent design research: As a project manager, assist in design research and research assets for a 2D top-down game.

(These tasks to be uploaded and tracked on JIRA)

Item 3: No other business.

Meeting Ended: 3.00pm

Minute Taker: Daniel Marsh