**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 01/02/2019

Time of Meeting: 13:00

Attendees: - Adam, Declan, Fabian, Zia

Apologies from: -

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

What went well: N/A

What went badly: N/A

Feedback Received: N/A

Individual work completed: -

N/A

**Item 2: -** Overall aim of week 0 is for all team members to read through the brief and feed in ideas ready to complete the brief response. All team members need to ensure that they have checked access to both GitHub and JIRA and add themselves to the Team 18 project.

Tasks for the current week: -

Adam – Setup GitHub repository and folder structure and create initial tasks on JIRA, undertake some market research into our target demographic (Female, Mobile).  
Zia – Setup Discord group for discussions, create mood board(s) for identified game genre (Mobile, Casual, Shooter)  
Declan – Undertake research into 2D side scroller development within Unreal Engine  
Fabian - Undertake research into 2D side scroller development within Unreal Engine

(These tasks to be uploaded and tracked on JIRA)

**Item 3:** - Brief response - Brainstorming

The team meeting focused on documenting our initial ideas for meeting the brief. Two primary ideas came forward with the main mechanic to remove / substitute identified.

1. Simple 2D platform game – Jump Mechanic
2. Side scrolling / top down shooter – Shooting Mechanic

For option one several ideas were explored as what we could do instead of a Jump mechanic, we could have a series of climbable props within the level to allow players to move from one platform to another (Ladders / Fences / Trees). Another idea was for there to be some kind of gravity switching mechanic whereby the player would be attracted to the ceiling or wall and could then walk on that surface instead. Another idea was to implement some kind of grappling hook mechanic to allow the player to pull themselves up to higher areas.

The second option was to replace the shooting in a shooter game! The main ideas here were to either replace the objective of the typical shooter (Shots hit and defeat enemies) to shots being used for some thing else, like a farmer shooting crops with fertiliser and creating vegetables / fruit as rewards. The other idea was to replace shooting with reflecting. The player would not be able to shoot directly and instead have a shield or other prop that would redirect incoming projectiles, which would then damage other things.

The outcome of this initial brainstorming session was a game based on the reflector mechanic, specifically a 2D side scroller, with an Umbrella being the favoured prop for the character to use, projectiles sent towards the player would be reflected by bouncing off the umbrella. Some projectiles might be items that are beneficial to the player, in these circumstances it was thought we might have a mechanic to switchthe umbrella around and use to catch.

Meeting Ended: - 13:50

Minute Taker: - Adam Speers