**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT – Team 18**

Date of Meeting: 01/05/2019

Time of Meeting: 12:30

Attendees: - Adam, Declan, Fabian

Apologies from: - Anastazia

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

What went well:

* Create video walkthrough with voiceover and upload to itch.io
* Tutorial level created with prompts
* Clouds now dispersing correctly.

What went badly: Still no background art completed and ready for the game.

Feedback Received:

Individual work completed: -

Adam – Fix animal pickup target data table to read using the level name. Add tutorial prompts to tutorial level

Zia – Unknown

Declan – Create video walkthrough and upload.

Fabian – Cloud dispersal particle effect fixed.

**Item 2: -** Overall aim of week 10. Is to record a video walkthrough of the final game and upload to itch.io. The final version of the game needs to be uploaded, compiled into a web playable format. In support of this some outstanding bugs in the core mechanics need to be fixed.

Tasks for the current week: -

Declan – Create video walkthrough, upload to GitHub.

Adam – Update Jira / Minutes / Compile web version of game

Fabian – Add pause menu to game

Zia – Background art

**Item 3:** - Challenges

Need to all be mindful to update JIRA in a timely fashion

Work needs to be uploaded to Github as soon as complete to allow time for code merge prior to Wednesday session.

Meeting Ended: - 13:00

Minute Taker: - Adam Speers