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

Date of Meeting: 08/05/2019

Time of Meeting: 12:00

Attendees: - Adam, Anastazia, Fabian

Apologies from: - Declan

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

What went well:

* Parallax background art completed.
* 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 – Fixed bugs within build. Prepared different kinds of builds for final upload (html, windows).

Zia – Background assets, discord message logs.

Declan – Unknown.

Fabian – Created functioning pause menu.

**Item 2: -** Overall aim of week 11 is still 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 windows playable format.

Tasks for the current week: -

Adam – Compile windows version of game, complete post-mortem.

Zia – Jira, minutes, log emails, complete post-mortem.

Fabian – Rebuild level 1, complete post-mortem.

Declan – Create video walkthrough, upload to GitHub, complete post-mortem.

**Item 3:** - Challenges

Same issues as last week.

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: - Anastazia Hunt