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

Date of Meeting: 13/02/2019

Time of Meeting: 12:00

Attendees: - Adam, Declan, Fabian, Zia

Apologies from: -

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

What went well: Good ideas from team regarding genre of game, initial idea agreed

What went badly: Nothing

Feedback Received: Confirmation of setups

Individual work completed: -

Adam – Completed Minutes, 3D Assets,

Zia – Setup Jira Tasks

Declan – Setup 2D side scrolled template with mobile controls

Fabian – Completed tutorial

**Item 2: -** Overall aim of week 2 is to begin to build the prototype to incorporate the game design ideas. Create mood boards and assets for use in the game. Theme will be Victorian London.

Tasks for the current week: -

Adam – Create some 3D assets for use within the UE4 (Platform blocks), document minutes  
Zia – Create mood board(s) for identified game genre (Mobile, Casual, Shooter), setup tasks within JIRA  
Declan – Begin development of game within UE4 using 2D side scroller template, implement use controls for mobile deployment.

Fabian - Undertake research into 2D side scroller development within Unreal Engine, links to YouTube tutorials provided.

(These tasks to be uploaded and tracked on JIRA)

**Item 3:** - Challenges

Programming experience within team, Some tasks will be created as shared tasks for Adam / Fabian to work together on to ensure progress can be made.

Meeting Ended: - 12:50

Minute Taker: - Adam Speers