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

Date of Meeting: 20/02/2019

Time of Meeting: 11:00

Attendees: - Adam, Fabian

Apologies from: - Declan, Zia

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

What went well: Starting to get a good idea of the game structure

What went badly: No mood boards / Assets created

Feedback Received:

Individual work completed: -

Adam – Completed Minutes, 3D Platform Assets Updated JIRA

Zia – Jira Tasks

Declan – ?

Fabian – Created particle effect for rain in UE4

**Item 2: -** Overall aim of week 3 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. We will build the core gameplay elements into the game as agreed in the meeting. There will be several types of pickup in the game that will form the basis of the scoring system (lost animals). These will form a collecting mechanic to drive player goals.

Tasks for the current week: -

Adam - Setup JIRA tasks, document minutes, 3d Animal Asset pickups for game.

Fabian – Create reflector object and make reflect projectiles.

Zia – Create mood board(s) for identified game genre (Mobile, Casual, Shooter), setup tasks within JIRA  
Declan – Create reflector object and make reflect projectiles.

(These tasks to be uploaded and tracked on JIRA)

**Item 3:** - Challenges

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

Meeting Ended: - 11:50

Minute Taker: - Adam Speers