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

Date of Meeting: 20/03/2019

Time of Meeting: 12:00

Attendees: - Adam, Declan, Fabian

Apologies from: - Anastazia

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

What went well: Continued development on art assets, Score board working implemented within game, Moving platform and damage over time area.

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

Feedback Received: Issues raised with complexity of reflection mechanic.

Individual work completed: -

Adam – Score system (in game), Score system (end of level), health bar, animal journal.

Zia – Unknown

Declan – Started development of the water cannon.

Fabian – Unknown.

**Item 2: -** Overall aim of week 7 is to develop the functionality of the umbrella, platforms and UI. Have some art assets completed for review by the group.

Tasks for the current week: -

Adam – Add particle effects to show player reward, complete journal, assist in cloud health.

Fabian – Create a cloud health system and make them dissipate when hit ‘X’ times.

Zia – Create assets for a parallax background and semi-permeable platforms.

Declan – Add particle effects to pickups, animal, health up / down. Create the tutorial level layout.

(These tasks are uploaded and tracked on JIRA)

**Item 3:** - Challenges

Umbrella logic still flawed, need to complete the basic mechanics this week. Need to have a tutorial level built to show mechanic and introduce the player to them in a logic fashion.

Meeting Ended: - 13:00

Minute Taker: - Adam Speers