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

Date of Meeting: 27/03/2019

Time of Meeting: 12:00

Attendees: - Adam, Declan, Fabian

Apologies from: - Anastazia

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

What went well:

* Cloud health indicators and dispersal system fixed and implemented for all clouds.
* Particles added to Animal pickups to make them more interesting and to communicate there importance to the player.
* Menu system development started for Main menu, end of level, game over

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

Feedback Received: Issues raised with complexity of reflection mechanic, need to make health pickups also reflect if the umbrella is up.

Individual work completed: -

Adam – Score system (in game), Score system (end of level), health bar, animal journal 1st draft.

Zia – Unknown

Declan – Added particle effects to pickups, created tutorial level draft.

Fabian – Cloud health indicator and dispersal now working.

**Item 2: -** Overall aim of week 8 is to fix outstanding bugs in the core mechanic and to build out a tutorial level that introduces the players to the mechanics and features of the game in a controlled and logical fashion. This level should be used to create the video walkthrough of the level ready to be uploaded to itch.io

Tasks for the current week: -

Adam – Integrate the menu systems into the Game

* Main menu – options to play (Begins Level 1), quit.
* Game Over – options for Main menu, quit.
* End of Level – Show scoreboard, Animal journal, next level

Fabian – Fix the cloud dispersal particle effect so that it disappears after the animation has played.

* Change the function of the umbrella so that it is ‘put away’ rather than rotated to appear in front of the player.
* Change health pickups to reflect if they hit the open umbrella
* Add particle effects to good pickups to display on pickup to communicate success
* Add particle effects to bad pickups to display on pickup to communicate success

Declan – Build out the tutorial level incorporating the latest versions of the clouds / pickups. This should include all the games features introduced slowly across the level leaving space for us to add on screen prompts for explanation during the voice over / walkthrough.

* Create a script ready for voice over.
* Investigate use of cell shading post process effect for cartoon look

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

(These tasks are uploaded and tracked on JIRA)

**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