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

Date of Meeting: 03/04/2019

Time of Meeting: 10:00

Attendees: - Adam, Declan

Apologies from: - Anastazia, Fabian

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

What went well:

* Menu screens for game now implemented and working for all scenarios, Main Menu, Game over, End of Level.
* Health pickups now reflect if Umbrella Up
* Tutorial level blocked out ready for video creation

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

Feedback Received:

Individual work completed: -

Adam – Menu screens and integration

Zia – Unknown

Declan –Created tutorial level, created voice over script for video.

Fabian – Health pickups now reflect correctly.

**Item 2: -** Overall aim of week 9. Is to record a video tutorial and voice over for upload to itch.io. In support of this some outstanding bugs in the core mechanics need to be fixed. The pickup targets need to be fixed to read correctly from the data table and onscreen prompts for the tutorial level added.

Tasks for the current week: -

Declan – Create video walkthrough with voiceover and upload to itch.io

Adam – Fix animal pickup target lookup from data table to read using the level name. Add tutorial prompts to tutorial level.

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

* 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

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: - 11:00

Minute Taker: - Adam Speers