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

Mid-week minutes. Most articles continue from previous minutes, work and attendance updated.

Date of Meeting : 15/02/2019

Time of Meeting : 13:00

Attendees:- Anastazia Hunt, Fabian Mazurek

Apologies from:- Adam Speers

**Item One:- Postmortem of previous session**

What went well : The games development is taking form, we now have projectiles that operate on a 33.3% release to enhance difficulty for the player.

What went badly : Poor cohesion between Fabian and Declan. Declan showed disinterest with working with Fabian, refusing to move and dislike over working side by side.

Feedback Received :

Individual work completed:-

Updated since last meeting –

Adam – Completed minutes, projectile spawn, percentage chance of projectiles.

Zia – Completed minutes, moodboard for platforms.

Declan – No progress noted from Jira.

Fabian – No progress noted from Jira or this meeting.

Item 2 –

As last meeting minutes taken.

(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 –

As last meeting minutes taken.

(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)

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Meeting ended:- 13:30

Minute taker:- Anastazia Hunt