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

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

Date of Meeting : 22/02/2019

Time of Meeting : 13:00

Attendees:- Anastazia Hunt, Adam Speers

Apologies from:- None

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

What went well : Game structure is coming together.

What went badly : No assets created. Poor cohesion between Fabian and Declan continues to affect work. Adam is working with Fabian to combat this.

Individual work completed:-

Updated since last meeting –

Adam – Completed minutes, 3d platform assets updated.

Zia – Completed minutes, asset development, set jira tasks.

Declan – No progress noted from Jira.

Fabian – Created particle effect for rain in UE4, no updates from Jira.

Item 2 –

As last meeting minutes taken.

(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 –

As last meeting minutes taken.

(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:-

Adam discussed at length the objectives for each group member and where more progress was needed. Amended changes to scoring and other elements after feedback. No message or email from either Fabian or Declan, how can this be changed? Note to discuss with all team members this Wednesday.

Meeting ended:- 14:00

Minute taker:- Anastazia Hunt