**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 20.03.2019

Time of Meeting: 12:00

Attendees: - Fred Wright, Kiril Kostadinov, Joseph Wade

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

* What went well:

As a whole the development was going with a good pace. Our ideas were supported with reference and it everybody was on the same page with the idea for our game.

* What went badly:

Our first idea for the game was over scoped. We were passionate about it, but we had to scrap most of the mechanics. Not everybody completed their tasks, this may slow the development.

**Individual work completed: -**

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| --- | --- | --- |
| Name: | Completed tasks: | Outstanding tasks: |
| Fred Wright | * Researching and implementing particles in the game. * Research and create a basic User Interface. * Attend the meeting on Friday. |  |
| Joseph Wade |  |  |
| Kiril Kostadinov | * Management tasks. * Mood board creation. * Come up with a proper development plan for the meeting on Friday. |  |
| Skyla Moore | * Create a “door mechanic”. * Attend the meeting on Friday. | * Researching Camera movement and manipulation. |

**Item 2: - Overall Aim of the current week’s sprint (What will the product look like by the end of the sprint: #**

Adding most of the mechanics needed for puzzles Redesigning the core features, mechanics and idea of the game. Check if we can use free 3D assets so that we can save time instead of creating assets.

**Tasks for the current week: -**

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| --- | --- |
| Fred Wright | * Support the designer with your unity skills- 1h * Game Jam -2h * Group meeting- 1h * Create a second player actor and add an input switching action button- 2h |
| Joseph Wade | * Start creating the first levels of the game- 3h * Game Jam -2h * Group meeting- 1h |
| Kiril Kostadinov | * Game Jam -2h * Group meeting- 1h * Management- 1h * Export assets from Unreal Engine 4 and import them to Unity- 1h 30m |
| Skyla Moore | * Create different camera positions in the scene- 2h * Research how to efficiently manipulate the main camera- 1h * Create a trigger volume that will let the player use the "Action Key" when it collides with it- 2h 30m |

Meeting Ended: -15:00

Minute Taker: -Kiril Kostadinov