**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 27.03.2019

Time of Meeting: 12:00

Attendees: - Fred Wright, Kiril Kostadinov, Joseph Wade, Skyla Moore

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

* What went well:

1. Almost all of the mechanics were implemented in the Unity project.
2. We decided to use free assets for this project, thus entirely focus on the level and game design in order to create a better player experience. This will boost the development and quality of the game.

* What went badly:

1. Even though the mechanics are implemented, they are still not connected.
2. The level design needs more attention:

* As designers we need to properly teach the player how to play the game.
* The difficulty should be fixated so that the player is engaged during all of the levels, not only in the beginning when he is challenged.
* The level should have visual cues to lead the player, etc.

1. Not all of the team members attended the weekly Jam on Wednesday.
2. The communication between the group members is insufficient.

**Individual work completed: -**

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| --- | --- | --- |
|  | Completed tasks: | Outstanding tasks: |
| 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 |

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

**The first levels for the game must be implemented. The presentation for 06.03.2019 should be completed.**

**Tasks for the current week: -**

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| --- | --- |
| Fred Wright | * Game Jam -2h * Group meeting- 1h * Work together with the Designers when they create the level-2h * Work on the presentation- 1h |
| Joseph Wade | * Game Jam -2h * Group meeting- 1h * Work on the presentation- 1h * Work on the 3D Level design- 2h |
| Kiril Kostadinov | * Game Jam -2h * Group meeting- 1h * Management- 1h * Work on the presentation- 1h * Create 2D floor maps for the first levels-1h * Work on the 3D Level design- 1h |
| Skyla Moore | * Create a trigger volume that will let the player use the "Action Key" when it collides with it- 2h 30m * Game Jam -2h * Group meeting- 1h * Work together with the Designers when they create the level- 1h * Work on the presentation- 1h |

Meeting Ended: -15:00

Minute Taker: -Kiril Kostadinov