**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 04.03.2019

Time of Meeting: 16:00

Attendees: - Kiril Kostadinov, Joseph Wade, Fred Wright

Apologies from: -

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

* What went well:
  + Building most of the mechanics in a single scene proved to be a great idea. Because of this we were able to quickly build 4 relatively small levels and thus showcasing them in our presentation. The progress with the presentation was going smoothly. We managed to capture a video for the presentation and create most of the slides.
* What went badly:
  + There was a serious lack of communication from one of the group members. The member hasn’t worked on most of the tasks for the last two weeks. Unfortunately, this slowed down the development.
* Feedback Received:
  + We should be careful when crafting the levels. We need to find the sweet spot between boredom and frustration to keep the player engaged. Therefore, the difficulty should be scaled in such a way that the player is always challenged. – Robert Kurta

Item 2:- Overall Aim of the current weeks 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 |

Item 3: - This session was entirely focused on building the first levels of the game and work on the presentation.

Meeting Ended: -17:30

Minute Taker: - Kiril Kostadinov