**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 08.03.2019

Time of Meeting: 17:00

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

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

* What went well:

1. The development of the game was going as planned.
2. We had a straightforward MVP video. It communicated well with the audience.

* What went badly:

1. Creating the presentation took more time than expected.
2. The audience didn’t understand our solution to removing a mechanic until we explained it in the “answering questions” part.
3. Not every team member contributed to the creation of the presentation.
4. The lack of communication continues.

**Individual work completed: -**

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| --- | --- | --- |
|  | Completed tasks: | Outstanding tasks: |
| 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 on the presentation- 1h | * Work together with the Designers when they create the level- 1h |

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

**We should continue the development of the levels. We should create at least 3 playable levels. The animation for the character should be created and implemented in the game.**

**Tasks for the current week: -**

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| --- | --- |
| Fred Wright | * Group meeting- 1h * Work together with the Designers on the level design- 4h |
| Joseph Wade | * Group meeting- 1h * Continue your work on the level design- 4h |
| Kiril Kostadinov | * Group meeting- 1h * Management- 1h30m * Import animations for the characters-1h * Supervise the level design development- 2h |
| Skyla Moore | * Set up the character animation- 1h * Group meeting- 1h * Work together with the Designers when they create the level- 1h * Implement environmental hazards- 2h |

Meeting Ended: -20:00

Minute Taker: -Kiril Kostadinov