**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 13.03.2019

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. We implemented the character assets and animation.
2. Currently we have 8 playable levels
3. We successfully managed to import all the 3D environment assets. This progress saved us weeks of development.

* What went badly:

1. After playtesting some of the levels turned out to be quite short. We plan on combining the short levels.

**Individual work completed: -**

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

**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. Polish the animation of the character. Create a fluent camera switching between the characters.**

**Tasks for the current week: -**

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| --- | --- |
| Fred Wright | * Game Jam- 2h * Group meeting- 1h * Work on the level creation- 3h |
| Joseph Wade | * Game Jam- 2h * Group meeting- 1h * Work on the level creation- 3h |
| Kiril Kostadinov | * Game Jam- 2h * Group meeting- 1h * Management- 1h30m * Supervise the level creation- 1h 30m |
| Skyla Moore | * Game Jam- 2h * Group meeting- 1h * Work on the level creation- 1h * Implement the camera switching- 2h |

Meeting Ended: -15:00

Minute Taker: -Kiril Kostadinov