**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 25.03.2019

Time of Meeting: 13:30

Attendees: - Fred Wright, Kiril Kostadinov, Joseph Wade

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

* What went well:

1. Slowly but surely, we are implementing more levels.

* What went badly:
  1. Skyla didn’t show up for the game jam again this week.
  2. With 3 people working on the game the development plan is slowed down.

**Individual work completed: -**

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

**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. Create a fluent camera switching between the characters. Start applying the texture on the assets.**

**Tasks for the current week: -**

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

Other business:

Skyla was missing again for this group meeting. Unfortunately, because of this inconsistency we will have to cut out a lot of the features and levels we were planning on implementing. During this group meeting we realized that we can import from unreal to unity. We just have to be careful if the assets have variables that are specifically for unreal, otherwise there will be some glitches.

Meeting Ended: -15:00

Minute Taker: -Kiril Kostadinov