**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 20.03.2019

Time of Meeting: 12:00

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 |

Meeting Ended: -15:00

Minute Taker: -Kiril Kostadinov