**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 27.03.2019

Time of Meeting: 12:00

Attendees: - Fred Wright, Kiril Kostadinov, Joseph Wade

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

* What went well:

1. We have added a new low poly asset pack to the project. Fortunately, this one has more assets than the previous and it also works better with our abstract theme.
2. We have already started the replacement of the grey box level design with actual 3d assets.

* What went badly:
  1. Skyla didn’t show up for the game jam again this week.
  2. The previous asset pack didn’t work so we had to find a new one.

**Individual work completed: -**

|  |  |  |
| --- | --- | --- |
|  | Completed tasks: | Outstanding tasks: |
| Fred Wright | * Game Jam- 2h * Group meeting- 1h * Work on the level design- 3h |  |
| Joseph Wade | * Game Jam- 2h * Group meeting- 1h * Work on the level design- 3h |  |
| Kiril Kostadinov | * Game Jam- 2h * Group meeting- 1h * 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 |

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

**Replace the grey box level design with 3D assets. Create a walkthrough video for Wednesday.**

**Tasks for the current week: -**

|  |  |
| --- | --- |
| Fred Wright | * Group meeting – 1h * Game Jam - 2h Game Jam - 2h * Continue with the level design development – 3h |
| Joseph Wade | * Group meeting – 1h * Game Jam - 2h * Continue with the level design development – 3h |
| Kiril Kostadinov | * Group meeting – 1h * Game Jam - 2h * Management- 1h30m * Continue with the level design development – 3h |
| 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