MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting: Wednesday 06 of February, 2019**

**Time of Meeting: 12:00**

**Attendees: - Fred Wright, Kiril Kostadinov, Joseph Wade,**

**Apologies from: - Skyla Moore**

**Tasks for the current week: -**

**Aim**

The designers should come up with a detailed design document considering the players experience.

The programmers should start building the prototype by: Setting up the unity project and program the basic inputs of the game.

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| **Kiril Kostadinov** | Designer/Manager |
| Set up JIRA Tasks - 30 min  Set up GitHub – 10 min  Wednesday Meeting – 3 hours  Create a design document outline - 1 hour 30 min  Minutes – 30 min  Uploading communication screenshots – 30 min | |
| **Joseph Wade** | Designer |
| Wednesday Meeting – 3 hours  Fill in the design document – 2 hours  Individual research needed to fill the document – 1 hour | |
| **Fred Wright** | Programmer |
| Wednesday Meeting- 3 hours  Program the core set up in Unity- 1 hour  Research and fix the collision problem that occurred during 1st stage of programming – 1 hour  Code the basic inputs for needed for the mechanics- 1 hour | |
| **Skyla Moore** | Programmer |
| Need to be discussed between me and Fred, to figure out what’s left. | |

**Meeting Ended: - 15:00**

**Minute Taker: - Kiril Kostadinov**