**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 13.02.2019

Time of Meeting: 12:00

Attendees: - Fred Wright, Kiril Kostadinov, Joseph Wade, Skyla Moore

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

What went well:

* Since we attended quite a few meetings we had the opportunity to brainstorm. We came with an idea, which everybody was passionate about.
* Everybody took their tasks seriously. We had a conversation which tasks we should assign to each one of us, based on our strengths and preferences.

What went badly:

* There was lack of communication in the beginning of the week. Unfortunately, this led to some misunderstandings with our vision of the game. We needed to attend more meetings than usual in order to clean this problem.
* Another reason for more meetings was that we are still in the brainstorming cycle of the development and we throw away some of our ideas.

Individual work completed:

Fred Wright- Creating the basic movement inputs for the character. S  
Kiril Kostadinov – Management tasks: Organization of JIRA, group meetings.  
Joseph Wade- Researching similar games, Creation of multiple mood boards, Filling up a design document  
Skyla Moore- Creating the basic animation of the platforms; Working on the other input with which the player interacts with the world, Bug fi

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

**The goal of this week is to start building the fundamentals of the unity project. Create detailed design document supported with mood boards which implements the game ideas.**

Tasks for the current week: -

You need to be absolutely clear as a team that individual participants understand the tasks they are being asked to complete and have estimated how long it will take them to finish. No more than 6 hours per person per week, 3 hours in lab based work and 3 remotely delivered.

Fred Wright- Researching and implementing particles in the game. Research and create a basic User Interface. Attend the meeting on Friday.

Kiril Kostadinov – Management tasks. Mood board creation. Come up with a proper development plan for the meeting on Friday.

Joseph Wade- Create mood boards based on 3D assets. Search the engine stores for free to use assets. Attend the meeting on Friday.

Skyla Moore- Researching Camera movement and manipulation. Create a “door mechanic”. Attend the meeting on Friday.

(These tasks to be uploaded and tracked on JIRA)

Meeting Ended: -15:30

Minute Taker: - Kiril Kostadinov