**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of meeting:** 8/05/2019

**Time of meetin**g: 10:00 AM

**Attendees**: Dragos Liche, Dawid Hojka, Anthony Skipwith and Alex Butler

**Post-mortem of previous weeks:**

**What went well:** We have managed to get all the tasks (enemy respawn, start menu, weapons working) done that are needed to make sure the game will function properly.

**What went badly**: It took us a bit longer than anticipated to get the game working properly, which unfortunately meant we couldn’t do as much playtesting as we have hoped for. Tasks on JIRA weren’t properly logged once finished, implying they weren’t done and so most were pushed on further to the next sprint. The communication wasn’t too great either between us, as sometimes it would take us a long time to reply to each other, or people weren’t letting us know they wouldn’t be able to make it on time or not at all. We also did not manage to produce meeting minutes for the last few weeks.

**Feedback received**: We have received some feedback from Joe, though it’s not necessarily specific to us, but it’s something to consider. He mostly talked about the difficulty curve and how we as designers should guide the player smoothly through the experience rather than throwing all mechanics at the player at the beginning of their play through. He also talked that it is usually better to let players experience the mechanics through gameplay rather than a tutorial screen. He also mentioned visual hierarchy and how making sure that the most important gameplay assets should be the most prominent, most visible and any other assets don’t distract from them.

**Individual work completed:-**

* **Dragos:** Created the 3D assets for the strip club props. Designed the tiles for the different rooms (bar, bathroom, casino, strip club). Created a 3D asset for the casino railing.
* **Dawid:** Finished the level design. Created the assets for the weapon effects. Added the start menu.
* **Anthony:** Fixed the clipping issue. Implemented the enemy projectiles. Implemented enemy respawning and made the weapons work. (As a side note: Anthony has been committing his stuff to GitHub, but at times he is referred to as “aaaaaaaaaa” in the commit list.)
* **Alex:** Finished researching the sounds. Created 3D assets for various lamp/lighting props. Researched and designed the in-game and menu UI.

**Overall aim of the current week’s sprint**

The overall aim of the current week is to finish the production of the game and upload it into Itch.io, as well as write up our post-mortems on the group project.

**Tasks for the current week:-**

Write up the post-mortem.

**Meeting ended:** 11:00 AM

**Minute taker:** Dawid Hojka

**Unlogged hours (**used for meetings, presentations and introductory session, as well as management tasks**):**

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| --- | --- | --- | --- | --- |
| Name: | **Dragos** | **Dawid** | **Anthony** | **Alex** |
| Week 1 Intro | 3h | 3h | 3h | 3h |
| Meeting 30.01 | 1h | 1h | 1h | - |
| Meeting 04.02 | 1h | 1h | 1h | - |
| Meeting 06.02 | 1h | 1h | 1h | 1h |
| Meeting 11.02 | 30m | 30m | - | 30m |
| Meeting 13.02 | 40m | 40m | 40m | - |
| Meeting 18.02 | 40m | 40m | - | 40m |
| Meeting 27.02 | 20m | 20m | 20m | 20m |
| Week 6 Presentation | 3h | 3h | 3h | 3h |
| Meeting 05.03 | 2h 40m | 2h 40m | 2h 40m | 2h 40m |
| Meeting 13.03 | 1h | 1h | - | 1h |
| Meeting 20.03 | 40m | 40m | - | 40m |
| Meeting 01.04 | 2h | 2h | 2h | 2h |
| Management tasks – whole 12 week duration | 6h | 6h | - | - |
| **TOTAL** | **23h 30m** | **23h 30m** | **14h 40m** | **14h 50m** |