**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of meeting:** 6/02/2019

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

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

**Post-mortem of previous week:**

**What went well:** The overall aim of the last sprint was to come up with ideas for the game, so that we could start working on it the following sprint. Since during the last meeting (2.1 – February 4th) we haven’t decided on what game we will do, we tasked ourselves with coming up with few more possible ideas. Everyone did complete the tasks on time, and we were able to thoroughly discuss the ideas everyone came up with during today’s meeting and as such we succeeded at determining what kind of game we want to pursue. We did also gain a new member today, Alex Butler, which should be very helpful in the long run.

**What went badly**: Since the last meeting (2.1 – February 4th), nothing bad happened. As mentioned in the previous minutes, we did have an issue of not committing stuff to GitHub and logging work on JIRA in time, however it seems to not be an issue anymore, since everyone knows how to use it now. However, we should have probably documented on JIRA the fact that we were going to think of more ideas after the Monday meeting (2.1 – February 4th), since it was a task, but we didn’t, and that’s something we will try to avoid in the future.

**Feedback received**: During the duration of the last sprint, we have not received any feedback.

**Individual work completed:-**

* **Dragos:** Filled out the brief outline form with some ideas. He also took time setting up the tasks on JIRA as well as writing the minutes for the last two meetings.
* **Dawid:** Filled out the brief outline form with some ideas. He also took time setting up the GitHub for the team.
* **Anthony:** Filled out the brief outline form with some ideas.
* **Alex:** Alex was not part of the team during the first week, therefore he did not have any work assigned.

**Overall aim of the current weeks sprint**

The overall aim for this sprint is to get a base done for the game, from which we can continue expanding upon. From the designing side, the aim is to start researching, mood-boarding and designing various elements of the game, like character designs, sound effects, the overall setting of the game (bar) as well as come up with a design document and a style guide.

From the programming side, the aim for this week is to create the base version of the game, without any assets and mechanics, just a basic first-person shooter, where the player can move around and aim with their mouse. Along with that do research into how to create the pseudo-random reticle movement necessary for the game to work. The aim is to get this done first, as it’s one of the biggest challenges, the programmers will face.

**Tasks for the current week:-**

* **Dragos:** The main task for Dragos this sprint is to create a design document, explaining various mechanics and the overall objective of the game.In addition, Dragos will start making a mock-up version of the level using 3DS Max, starting with the bar and then later working on the exterior areas as well.
* **Dawid:** The main task for Dawid this sprint is to create a style guide for how the game will look in terms of aesthetics. Along with that, he will need to fill up the brief outline form for our final idea and upload it to GitHub. In addition, he will also research and start designing characters, which elicit laughter.
* **Anthony:** The main task for Anthony this sprint is to set up the first-person shooter Unity project that we will use to develop the game later. Therefore get a basic character movement and aiming system. Along with that his other goal is to research how to program the pseudo-random reticle system, that is necessary for the game to work. He is also supposed to think about various weapon types that we could include in the-game and whether he can program them.
* **Alex:** The main task for Alex this sprint is to research various sound effects that we could later utilize in the game. Along with that, Alex also has to research and start designing characters, which elicit laughter.

**Meeting ended:** 11:00 AM

**Minute taker:** Dawid Hojka