**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of meeting:** 20/03/2019

**Time of meetin**g: 10:20 AM

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

**Apologies from:** Anthony Skipwith

**Post-mortem of previous week:**

**What went well:** Most of the tasks set for the duration of the last sprint were completed in the time given. We also achieved the aim of last week, despite some tasks not being completed. Main aim for last week was to start working on visual feedback for players through particles and ragdolling, and both were completed and work well, though particles still require further expansion (weapon attacks, enemy attacks). Apart from that the level expansion and asset creation continued as expected, with only the pool table and pool balls not being completely finished, but that is not a major task and will not hold back the actual progress of developing the game.

**What went badly**: Anthony (research and implement enemy projectiles, and add death animations) and Alex (create 3D assets for the pool table and pool balls) had two tasks in progress each, and none of them were logged as completed by the end of the sprint. Most tasks were logged on JIRA very late, rather than being properly logged over the duration of the sprint. However, the fact that the JIRA was not functioning well during this week, could contribute to the late task logging.   
  
Anthony was not here again, because he said he didn’t feel very well. This is the second time Anthony is missing the Wednesday meeting/session, which makes communication with him very troublesome, especially that he is the team’s only programmer and he is the one that mostly works on implementing the mechanics in the game. His absence does bring out some issues, since we need him here so that we could discuss what additions are possible for the game and which are not, especially regarding the additions that are code heavy like enemy movement or combat. However, most of the crucial mechanics are already in the game, so in-case Anthony does end up being sick for longer, we should be fine in terms of cutting some additions out, and instead focus on polishing the game more.

**Feedback received**: We did receive some feedback, mostly regarding the management side. We have missed out on minutes for 1 week, which is unacceptable and we’ll be making every effort to make sure all meetings from now on are documented in a good detail. Also mentioned was the issue with our GitHub organisation few weeks ago, but that is now fixed and we’ll continue making sure that something like that doesn’t happen again.

**Individual work completed:-**

* **Dragos:** Expanded upon the bar area even further and added the casino textures, along with producing the casino stool.
* **Dawid:** Researched particle effects and started testing them out in a separate Unity project. Also implemented the death animations into a separate version of the game, and added the Discord documentation to minutes.
* **Anthony:** He added object picking up and throwing, as well as the ragdolling mechanic.
* **Alex:** Completed the slot machine model, textured it and made the two additional variants of it.

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

The overall aim of this week is to continue implementing visual feedback through the use of particles, and start adding audio feedback into the game through the use of music and sound effects. We’ll also continue expanding the level, as well as trying to make enemies more deadly through giving them attacks.

**Tasks for the current week:-**

* **Dragos:** Update the greybox level with the ideas discussed during the meeting (so make strip club smaller and extend bar so that pool tables can fit in there). Create and implement bathroom tiles and create a 3D asset for the Keytar weapon.
* **Dawid:** Experiment with implementing the particle effects into the game project and research possible effects for the enemy attacks. Implement level assets into the game project using the greybox.
* **Anthony:** Continue researching the enemy projectiles and implement them in the game project. Also add the death animations into the game project.
* **Alex:** Update the sound effects list to match current weapons. Finish the pool table and pool balls. Find background music for the different stages of the game.

**Meeting ended:** 11:00 AM

**Minute taker:** Dawid Hojka