**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of meeting:** 1/04/2019

**Time of meetin**g: 12:00 AM

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

**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. Though while not fully hitting the aim set for the last sprint, we did manage to get a list of sounds that we will be able to utilize in the final game, as well as continued developing visual feedback for the game. The level got also more fleshed out and is ready to be remade in Unity, as a level the player can walk around in.

**What went badly**: Two tasks were not started (creating the level using existing assets for Dawid) and (the bathroom tiles task for Dragos), but they weren’t too urgent and so will be moved to the upcoming sprint. We didn’t manage to hit the enemy attack part of our aim, but we will be focusing on that this week, so that we can get it fully done and ready to be presented during the gameplay video.

**Feedback received**: We did receive some feedback in terms of the amount of hours logged on JIRA by each member. The results for me and Dragos were correct, but for Alex and Anthony they seemed inaccurate, which shows that the way they have been logging hours is incorrect and we make sure each member has at least 6 hours of work (meetings included) each week. Regardless, we will be trying to monitor the logging a bit closely, so that hours on JIRA are logged correctly.

**Individual work completed:-**

* **Dragos:** Updated the greybox by expanding on the bar and reducing the size of the strip club area). Has created the Keytar asset.
* **Dawid:** Created the particle effects for the enemy attack and started working on implementing them into the game.
* **Anthony:** He added the enemy animations into the main game. He also started looking into implementing the enemy projectiles.
* **Alex:** Researched and updated the list of sound assets for weapons and the background music. Created the 3D asset for the pool table and pool balls.

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

The overall aim of this week is to get the game into a playable state, so that we can record some footage for the video. To achieve that we will implement enemy attacks and respawning, alongside with creating a bigger level for the player to walk around in.

**Tasks for the current week:-**

* **Dragos:** His main task for this week is to create the textures for the bathroom tiles, casino walls and floors and strip club walls and floors. Alongside that, he also need to create the strip club assets and create a smaller bar for the casino area.
* **Dawid:** His main task for the week is to produce the bigger level for the game, as well as help Anthony finish implementing enemy projectiles.
* **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.

We all will also meet up together and make the gameplay recording on Monday, so that we can get it ready to upload on Wednesday the following week.

**Meeting ended:** 2:00 PM

**Minute taker:** Dawid Hojka