**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 13/02/2019

Time of Meeting :12:17

Attendees:- Ash, Len, Macaulay, Jordan

Apologies from:-

**Item One:- Postmortem of previous week**

**What went well : be specific**   
The programming of the game is coming together as the AI framework, player movement and player shooting is complete. There are also 3 environmental assets, the background assets made to make the level design.

**What went badly : be specific**  
One of the programming tasks to set up the AI is currently crashing Unity when running it. That is something to be sorted out this week.   
Ash has also asked for more tasks.   
Communication with Macaulay – we have had difficulty getting responses from discord, and difficulty in uploading work on GitHub and moving tasks to Verify on Jira. There was a discussion in the middle of the week, on discord, to try to discuss the issue of uploading for the first task set to Macaulay, however, we still had complications on uploading and recording his second task.

**Feedback Received : On any aspect of the game, either from tutors, or playtesters etc.**  
Dave has given feedback on the game idea we have chosen and he has suggested that we drill a bit deeper into the brief and the shooting mechanic; thinking more about the player experience and what they do and thinking about our mechanics in a deeper level. However, we also have to think also think about how we can test the player’s skill with our mechanics and how it affects the player experience. The email has been sent to everyone in the group to see.

**Individual work completed: -**

Person 1 – Jordan has completed the framework for the AI and have sorted out the player shooting  
Person 2 – Ash has completed the player movement and player rotation   
Person 3 – Macaulay has completed the research and mood boards of the weapons and will be uploading his initial drawn designs of the weapons today.   
Person 4 – Len has completed the research of Casino settings for game assets and have made 3 environmental assets, the background assets and an incomplete player character.

Item 2:- Overall Aim of the current weeks sprint (What will the product look like by the end of the sprint. **Be Specific. We will have a .....That does X and Y**

**At the minimum, a playable prototype ready to start playtesting if possible. For the Design of the game, there will be completed level designs for the map and at minimum, 5 weapon assets, to put in the game.**

**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.

**Person 1 tasks – Jordan** – He will fix the behaviour tree which is the AI problem that occurred. He will also make sure the AI combat is working as it should on attacking the player. Alongside this. Is to set up the camera to follow the player.   
**Person 2 tasks – Ash** – Will work on fixing the variable timer for switching weapons and also how fast to shoot, which is depending on how many enemies on screen.   
**Person 3 tasks – Macaulay** - will work on making at minimum 5 weapon assets this week and an extra 5 as a low priority task.   
**Person 4 tasks – Len** – will work on more research for level design and drawing in the research to start designing the map of the game.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.  
Removed Macaulay’s second task of making weapon assets because he doesn’t feel confident in making 2D assets.

Meeting Ended :-12:45

Minute Taker:- Len