**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 20/02/2019

Time of Meeting : 12:09

Attendees:- Jordan, Ash, Macaulay, Len

Apologies from:-

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

What went well : be specific - For programming, we have a moving character that shoots on a timer and weapon switching has been started. Macaulay has completed 5 weapon assets ready to be implemented to the game. There is also now a level map design for our first level, ready to be implemented into the game.

What went badly : be specific – For the programming, rate of fire still needs to be done weapon switching too so it will be carried over to the next sprint – there was over scoping on the amount of work for programmers. Jordan has to fix the broken behaviour tree still which crashes Unity whenever you run it.

Feedback Received : On any aspect of the game, either from tutors, or playtesters etc.

Rob told us to make sure that we don’t over scope on our game and to think about the player and what they do and how they feel. We also have to think about how we are testing the player and how we can make the levels become more difficult. There is now a design document to make sure that each member of the team stays focused to what we have and what there is left to do before the presentation and to show our limitations.

Individual work completed:-

Person 1 – Jordan – Jordan has worked on fixing the behaviour tree and is waiting for an assist from Chris after emailing him.   
Person 2 – Ash – Has worked on the base weapon class and all the weapon classes and started the weapon switching.   
Person 3 – Macaulay – Complete 5 weapon assets that is ready for the game.   
Person 4 – Len – Made a level map design of our first level, ready to be implemented into the game.

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**

**For the MVP to have UI assets and weapon switching and to have a 1st level map implemented into the scene. To have camera movement completed and merge the AI back into master and add in AI combat.**

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 – Sort the Camera movement and AI Combat   
Person 2 tasks – Ash – UI Assets to be made and added into the game, after Macaulay has sketched the UI placements. Also, programming the weapon switching   
Person 3 tasks – Macaulay – sketch out the UI placement, design the weapon wheel and design another 5 weapon assets.   
Person 4 tasks – Len – Add the level map into Unity and making existing assets have rear and side views and replacing the placeholders on the current map.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

During the meeting, the behaviour tree issue has been fixed.

Meeting Ended :- 15:05

Minute Taker:- Len