**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 27/02/2019

Time of Meeting : 12:21

Attendees:- Jordan, Ash, Macaulay, Len

Apologies from:-

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

What went well : be specific   
The behaviour tree issue programming was having is sorted and the weapon switching is done, however it does contain a slight bug. The AI movement works but will be updated in the future. We have a weapon wheel placeholder which is also due to change. Level design on Unity has been started for our first level.

What went badly : be specific

The only bug is on the weapon switching which is when it switches to the 3rd or 4th weapon, it stops shooting and the only design task which wasn’t completed was the 5 weapon assets for Macaulay, which is low priority but will be for the next sprint.

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

Rob came over asking about our game and how it works. The feedback he has given is that in teaching our players how to learn how to play our game we must slice each part, to go through step by step. First, introducing auto shoot and then introducing auto weapon switching which are the main mechanics of our game. I have made changes according to the feedback in the design document and will be making changes of the level design of the first level (tutorial).

**Individual work completed:-**

Person 1: Jordan – Got the AI movement working and merged them   
Person 2: Ash - Worked on the weapon switching   
Person 3: Macaulay – Macaulay has made sketches and mind maps for the UI placements and has made a weapon wheel with assistance as it just needed design tweaks   
Person 4: Len – I have started the level design on Unity and creating final game assets which can be re used throughout the game. This will be completed for the next sprint

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**

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 – Jordan will be focusing on the AI combat, Camera movement and will start on AI pathfinding   
Person 2 tasks Ash – Ash is creating the UI on Unity and fixing the weapon switching bug and creating the game menus after Macaulay has design the game menus   
Person 3 tasks Macaulay – Making 5 weapon assets and designing the game menus   
Person 4 tasks Len – Finishing the level design with final assets and making the presentation preparation

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

* Design Document updated and notes for Scrum will be uploaded on Github also.

Meeting Ended :- 12:38

Minute Taker:- Len