**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT – Discord meeting**

Date of Meeting : 13/03/19

Time of Meeting : 12:09

Attendees:- Jordan, Macaulay, Ash

Apologies from:- Len

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

**What went well : be specific**

Both major bugs have now been fixed

More weapons assets created: 2 pistols, 2 throwables, tommy gun

**What went badly : be specific**

Communication issues with Macaulay meant that we didn’t know what he was doing for the week. Work had not been committed on Github or logged on Jira until he was chased up on it Tuesday evening. This is a recurring issue from week 3 onwards. All attempts so far to encourage him to regularly commit and log work have failed, despite him saying he’ll improve at the time.

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

Rob’s presentation feedback: Unclear on game challenge and mechanic replacement. Other notes indicate a possible misunderstanding of the shooting mechanic in the game, e.g. “chance based shooting”.

Lack of video in the presentation hurt understanding of the game mechanics. We’ve not always been overly clear in our explanations either which probably also added to the confusion.

We have removed control from the player for shooting and weapon switching. To replace this we have the player’s gun automatically shoot on a timer and the weapon switches after the current weapon has fired all of its bullets.

**Individual work completed:-**

Jordan: Fixed the 2 major bugs

Macaulay: Designed possible menu layout, 5 more weapons

Ash: None, tasks shared and completed by Jordan

**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**

By the end of the week we will have a minimum of 2 completed levels for the game, along with a main menu at the start. We should also have a complete user interface and the AI should attack the player.

**Tasks for the current week:-**

**Jordan:** AI Combat

**Ash:** UI and game menu implementation

**Macaulay:** UI and game menu assets

**Len:** Design and create 2nd level

**Item 3:- Any Other Business.**

**Meeting Ended :-** 13:46

**Minute Taker:-** Jordan