**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT WK08**

Date of Meeting : 20/03/2019

Time of Meeting : 13:19

Attendees:- Jordan, Ash, Macaulay, Len

Apologies from:-

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

What went well : be specific

The characters and enemy animations are complete

The button is now a suitable size for the game

The UI for the game is now working i.e. coding for buttons

What went badly : be specific

Some tasks are going to have to be continued for the next sprint which are completing the 2nd level design, creating the game menus on Unity and working on the AI combat due to errors that keep popping up.

Feedback Recieved : On any aspect of the game, either from tutors, or playtesters etc.  
We had feedback from Rob that we should be logging hours correctly on Jira and how we can improve in setting and completing tasks weekly

Individual work completed:-

Person 1 Jordan – AI combat has been started  
Person 2 Ash – UI has been created in Unity  
Person 3 Macaulay – has remade the buttons and have researched fonts for the game  
Person 4 Len – The characters and enemy animations are complete

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**

**The 2nd and 3rd level design will be made at the end of the sprints. We will have weapons sprites on the weapon wheel and AI combat and game menus will also be functional**

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 – Len: Finish making the 2nd level of the game and also work on doing the 3rd level too and redesign the menu buttons to playing cards   
Person 2 tasks – Macaulay: Make the game over screen with buttons included and adding the weapon sprites to the weapon wheel   
Person 3 tasks – Ash: Continuing the game menu for the game; settings buttons how to play and death scene and put the animations into Unity and design the menu background   
Person 4 tasks – Jordan: Will be working on making the AI combat more fluid and remove the errors that keep popping up

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Macaulay didn’t log his work and then couldn’t get into Jira so we have decided to log his work instead so we can start the new sprint.

Meeting Ended :- 13:49

Minute Taker:- Lenneth Dayaon