**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 27/03/2019

Time of Meeting : 12:21

Attendees:- Jordan, Ash, Macaulay, Len

Apologies from:-

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

What went well : be specific

The AI is now working completely, so AI move fluidly and shoot.

We have level 1 completed and only need to have the tutorial tweaks – instructions and introducing the auto shoot and auto weapon switch mechanic

We now have a game over screen when the player dies

What went badly : be specific

The second level isn’t finished as problems were found that have now been fixed (tile sets and layering of objects)

The rest of the AI tasks which are more low priority haven’t been made yet so that has left tasks on the to do list on Jira

The 3rd level did not get started as there were problems with setting up level 2, they have now been solved

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 completed and is fully functioning   
Person 2 Ash – Has completed the Button AI   
Person 3 Macaulay – Has completed the game over screen and has finished adding weapons to the weapon wheel  
Person 4 Len – Has made buttons for the game menu screen and is in progress with the second level

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**

**We will have a video of the walkthrough of the game which will have a 1st level and 2nd level. Along with the tutorial to introduce the player to auto shoot and the auto weapon switch mechanic. The indicator for the weapons will be complete and the UI for the game menu screen**

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 the 2nd level design and create the door asset and add door into 1st level. Make the video for the walkthrough  
Person 2 tasks – Macaulay: Make a door asset for the game and look for audio in our game   
Person 3 tasks – Ash: Finish the UI tasks and make the indicator of what weapon and ammo counter  
Person 4 tasks – Jordan: Make a text tutorial and the pickups and code the door into the game

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended :- 13:07

Minute Taker:- Lenneth Dayaon