**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 03/04/2019

Time of Meeting : 13:54

Attendees:- Jordan, Ash, Macaulay, Len

Apologies from:-

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

What went well : be specific

We now have a completed Level 1 and Level 2 for the level design.

We have door assets and code to allow the player to move from the first level to the second.

The tutorial part of the game is still placeholder but has now been started for the game.

What went badly : be specific

There are still tasks in the to do and in progress on Jira. Ash has let us know that there has been a personal issue that has delayed him from doing his tasks and he has made the effort to work on them. Macaulay still needs to look for audio in the game and Jordan has to finish the tutorial tasks that have been made along with finishing the video.

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

We have had feedback received on the game from Alex where he playtested the game and it should be found on GitHub named Playtest Feedback.

Individual work completed:-

Person 1 Jordan –Created pickups and coded the door. Has also worked on doing the video with Len, but wants to work on the voiceover on his own.   
Person 2 Ash – has not managed to complete the tasks, but he has communicated as to the reason why and his tasks will be moved to the next sprint.   
Person 3 Macaulay –has made door assets for the game and has started looking for audio   
Person 4 Len – Level 2 has been completed and the door assets along with animations to take over the place holder. Has also worked on making the video and trying to organise what should be in the video.

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 everyone to have a version of the game so that they can get people to play test**

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:   
Person 2 tasks – Macaulay:   
Person 3 tasks – Ash:   
Person 4 tasks – Jordan:

For the next 3 weeks for the Easter Vac, it will be voluntary work. I have suggested to my team that if they want to work on the game, whether it’s playtesting or making assets or coding, they are able to. They just have to make sure to upload on discord an update of what they have done and how long for. Upload a screenshot of this to github on the communications folder along with their work.

Tasks still to be done

* Make Weapon Indicator and ammo counter
* Put animations that have been made into Unity
* Create game menus
* Find audio for the game
* Make a text tutorial (indicates that the player is only aiming)
* Make a Splash screen for the game menu screen
* Get some play testing done
* Make pickup assets

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

For the video walkthrough, Len has suggested what the video should include.

* Upload video with team number and name of the game
* A single sentence explaining the genre of the game and the replacement mechanic that you have used
* The main menu screen – showing the buttons we have in our game and that they work
* Next, when the play button has been pressed and the game starts, have a text tutorial to say “ aim at the enemies” along with wasd and mouse picture, this indicates to the player that they cannot shoot only aim
* This introduces the auto weapon shooting mechanic
* After killing the 3rd enemy, the enemy will drop a weapon pickup which is still place holder.
* This can then introduce the auto weapon switching
* Then after killing those enemies in the first level, show the 2nd level which will then be an introduction of how difficult the game can get.
* Indicate placeholders and talk about how we are planning to improve them.

This is just the tutorial so far, but it shows what direction were trying to go with the game.

Don’t forget in the voice over to:

* Explain to the viewer what they are seeing on screen
* The key improvements we expect in the final version of the game

Meeting Ended :- 14:37

Minute Taker:- Lenneth Dayaon