**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 01/05/2019

Time of Meeting : 20:15

Attendees:- Jordan, Ash, Macaulay, Len

Apologies from:-

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

What went well : be specific

N/A

What went badly : be specific

N/A

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 –  
Person 2 Ash –  
Person 3 Macaulay –  
Person 4 Len –

**No work was completed over the Easter Vac.**

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 aim for this week is to have a game with 2 levels that have no bugs, fixed collisions and completed huds. Design wise, splash screens, animations and cursor targets will be implemented into the game and a text tutorial will be added to the game to introduce the player to the core mechanics of auto shooting and auto weapon switching.**

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: Make the splash screen game menu, create the Text tutorial and 1 hour of Play testing  
  
Person 2 tasks – Macaulay: Make Demo splash screen and make Target cursor and 1 hour of Play testing  
  
Person 3 tasks – Ash: Finishing the settings and how to play, Implement Text tutorial into Unity, implement animations in Unity and 1 hour of Play testing  
  
Person 4 tasks – Jordan: Link health to health bar, add death screen, fixing collisions, Fixing the weapon retaining bug and 1 hour of Play testing

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

The meeting was held later in the day, on discord, as not everyone was present in the jam.

Len’s task: Remade the weapon wheel during the jam

Meeting Ended :- 21:29

Minute Taker:- Lenneth Dayaon