**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 08/05/2019

Time of Meeting : 15:35

Attendees:- Ash, Len

Apologies from:- Jordan, Macaulay

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

What went well : be specific

Only a few of the tasks were done on this sprint.

What went badly : be specific

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** – hasn’t logged work on Jira or uploaded on github  
**Person 2 Ash** – Implemented the tutorial for the game, made the settings and how to play buttons work and done some play testing.   
**Person 3 Macaulay** – hasn’t logged work on Jira but uploaded only crosshair placeholder on github  
**Person 4 Len** – Make a tutorial for the game, make the main menu splash screen and playtesting

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**

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 N/A  
Person 3 tasks – Ash:   
Person 4 tasks – Jordan:

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

In the jam, Len and Ash worked on making the cross hair and attempted Animations although It would take too long to implement them so didn’t get to implement it in the game

And the game was also uploaded to itch.io after completing the tasks we could without Jordan and Macaulay.

Meeting Ended :- 15:48

Minute Taker:- Lenneth Dayaon