**MEETING MINUTES: SUMO DIGITAL GROUP 22 PROJECT Week 1 End**

Date of Meeting : 06/02/2019

Time of Meeting : 11:00

Attendees:- Sean, Alex, Josh, Brittney

Apologies from:- n/a

**Item 1 :- Postmortem of previous week**

All attending have completed brief sheets.

**Item 2:- Group consensus on project to continue with being established.**

Josh and Alex happy to withdraw ideas

Strengths and challenges of both other ideas discussed

* Metroidvania varied art / design
* Limited technological challenges
* Reverse stealth straightforward visuals, single theme
* Narrative + dialogue required
* Multiple AI behaviours and abilities

Consensus reached on: Metroidvania, plays on group strengths. Highly scalable and good scope control.

**Item 3: - Tasks for the current week:-**

*In Jam:*  
Alex / Josh – Code style guide / project structure  
Sean / Brittney – art style / Research

*Out of Jam:*Alex – Audio sketches  
Josh – Prototype / basic unity project framework

**Item 3:- Any Other Business.**

Background games to look at for research:

Super Metroid

Ori and the Blind Forest

Hollow Knight

Meeting Ended :-  
12:40

Minute Taker:-  
Alex / Sean