**MEETING MINUTES: SUMO DIGITAL GROUP 22 PROJECT**

Date of Meeting : 20/02/2019

Time of Meeting : 11:30

Attendees:- Sean, Brittney, Alex

Apologies from:- Josh

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

What went well : Character art is fab, multiple options, complete level 1 tileset and reworked audio for world 1 + 2.

What went badly : no push related to code tasks, no evidence of completed work. No BGM for world 3.

Feedback Received : World 1 Tileset universally loved by group, Audio iterations agreed positive, character designs fit well with theme.

Individual work completed:-

Brittney: All tasks complete  
Sean : All Tasks complete  
Alex: 1 of 2 tasks complete.  
Josh: 0 of 2 tasks complete. Work is unevidenced.

Item 2:- Complete Visual Hierarchy. Grey Box feature complete movement and player controls.

Tasks for the current week:-

Alex: Complete player attacks / movement, Build AudioManager  
Brittney: Finalise PC, Start World 1 Enemies,  
Sean: Destructable scenery / particle effects  
Josh: Complete Playerprefs research / implementation

Item 3:- Any Other Business.

Milestone should be on track for pitch, ideally sooner.

Meeting Ended :-

12:30

Minute Taker:-

Alex