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

Date of Meeting : 27/02/2019

Time of Meeting : 11:00

Attendees:- Alex, Sean, Brittney, Josh

Apologies from:- n/a

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

What went well : visuals and mechanics almost ready for MVP pitch

What went badly : lack of progress with sprites / saved content

Feedback Recieved : audio relevant to moodboard, visuals tight and clean

Individual work completed:-

Alex: Mechanics and game engine work, audio iterated, implemented in engine,   
Sean: Art for world 1 complete, world 1 map in detail, bleed through assets, lighting, particle system, world 2 assets.  
Brittney: Jellyfish concepts drawn  
Josh: research on playerprefs

Item 2:- MVP pitch will be complete by end of sprint.

Tasks for the current week:-

Jam:  
Alex + Josh: Solve Playerprefs, add artifact triggers,   
Sean: Level 2 design  
Brittney: Complete character art

Remote:  
Alex: Sound effects  
Josh: build enemy behaviour  
Brittney: Complete Jellyfish Asset + Stationary enemy

Item 3:-   
Level 1 is mostly complete, most mechanics are implemented, most level art is complete.  
Sprites are critically needed as are sound effects

Meeting Ended :- 12:00

Minute Taker:- Alex