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

Date of Meeting : 06/03/2019

Time of Meeting : 14:00

Attendees:- Sean, Josh, Brittney, Alex

**Item One:- pretty great**

What went well : Really good pace, all tasks completed ahead of time

What went badly : excessive hours used

Feedback Recieved : Possibly clearer indication of level changes, goal required.

Individual work completed:-  
All: Contributed at lest 2 hours to presentation

Brittney: completed grounded enemy sprite  
Josh: Completed grounded enemy movement  
Sean: World 2 tileset complete, video recorded  
Alex: Code changes, Made GANT chart

Item 2:- CODE: Begin beta (rework and debug movement, remove duplication of code elements)  
 DESIGN: Stationary Enemy complete, World 3 Tiles

Tasks for the current week:-

Alex: Rework Movement  
Josh: UI enhancement, Main Menu  
Brittney: Stationary Enemy from concept to asset  
Sean: World 3 Tileset

Item 3:-   
Setting expectations, all hours to be logged, excessive hours not needed, worry about volume and progress of work over finer attention to detail. Nobody is being graded on their drawing skills.

Meeting Ended :- 14:30

Minute Taker:- Alex