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

Date of Meeting : 13/03/2019

Time of Meeting : 12:45

Attendees:- Sean, Alex, Brittney

Apologies from:- Josh

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

What went well : Presentation, Movement, Enemy Sprite, Tileset

What went badly : Code Review, UI elements

Feedback Recieved : Written feedback from Rob “ All Present Nice and Loud. Metrovania, change the world not the player, awe and wonder emotional cues with some challenges. There has clearly been a lot of work that has taken place so far. The team are clearly enthusiastic and committed now come the hard yards. You need to be clear that the playtesting and iterations cycle will be used to determine levels of player fun and understanding. If you do this you could have a very interesting game here and a novel solution to the brief.”

Individual work completed:  
Sean: Tileset World 3  
Alex: Movement refactor  
Brittney: Sprite for enemy  
Josh: no work evidenced

Item 2:- Playtest ready build feature complete

Tasks for the current week:-

Alex: sound effects + bugfix  
Sean: World 2 map + Flying enemy behaviour  
Brittney: Sprite for flying enemy + UI elements  
Josh: Complete UI changes and build knockback

Meeting Ended :- 1:30

Minute Taker:- Alex / Sean