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

Date of Meeting : 20/03/19

Time of Meeting : 12:00

Attendees:- Sean, Alex, Brittney, Josh

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

What went well : mostly playtestable. Sound Effects, Flying Enemy Visuals + code, Level Design

What went badly : only barley playtestable

Feedback Recieved : Verbal from Rob, meeting about logging hours. We are in a good position.

Individual work completed:  
Sean: Level design, enemy code  
Alex: Sound Effects  
Brittney: Sprite for flying enemy  
Josh: no work evidenced

Item 2:- Playtest ready build feature complete

Tasks for the current week:-

Alex: sound effects + bugfix  
Sean: Level Design, Tweaking movement  
Brittney: Money, Chest, Menu  
Josh: HP UI, Money Pickup code

Meeting Ended :- 1:40

Minute Taker:- Alex / Sean