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

Date of Meeting : 27/03/19

Time of Meeting : 11:45

Attendees:- Sean, Alex, Josh

Apologies:- Brittney

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

What went well : fully play testable

What went badly : some tasks incomplete

Feedback Received : 2 players: Movement too slow and gameplay too challenging in places

Individual work completed:  
Sean: Level design, reworking platforms  
Alex: Knockback   
Brittney: money + chest complete  
Josh: Money pickups and UI,  
  
Work incomplete:  
Alex: landing sound  
Brittney: UI Elements

Item 2:- Iterate with feedback and gradually add more features

Tasks for the current week:-

Alex: Add loading screens, Gravity Mechanic, time shifting with damage  
Sean: Finish World 2, World 3 Level design  
Brittney: UI Elements  
Josh: Money pickups dropping when enemies die

Meeting Ended :- 12:30

Minute Taker:- Alex / Sean