**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 Recieved : 2 players: Movement too slow and gameplay too challenging in places

Individual work completed:  
Sean: Level design, reworking platforms  
Alex: Knockback   
Brittney: UI Elements  
Josh: Money pickups and UI,

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