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

Date of Meeting : 01/05/2019

Time of Meeting : 12:16

Attendees:- Sean, Alex, Brittney

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

What went well : Money and behaviors, additional sprites. Great feedback, gravity

What went badly : additional features not added.

Feedback Received : Twisted Worlds (Group 22) felt like it had one of the most interesting and unexpected takes on the theme. I really enjoyed how they broke apart what the core tropes and expectations of a metroidvania style game are and then tried to flip them on their head. It’d be interesting to see if this could be refined to have a player driven method of applying the effects to the world – i.e. something like choosing the world for which each modifier is applied. – Joe Kinglake

Individual work completed:  
Sean: Level design, extended gravity elements  
Alex: money animation, bug fixing, gravity mechanic  
Brittney: 2nd pass on chest, UI elements  
Josh: basic money behaviour,   
  
Work incomplete:  
Alex: time mechanics  
Brittney: UI Elements

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

Tasks for the current week:-

Alex: Add loading screens,   
Sean: Finish World 2, World 3 Level design  
Brittney: UI Elements  
Josh: Money pickups dropping when enemies die

Meeting Ended :- 13:00

Minute Taker:- Alex / Sean