**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting :27/March/2019

Time of Meeting: 12:00-12:57

Attendees: Tomas, Kacey, Andreea, Joe

Apologies: -

**Post-mortem of previous week**

What went well:

* All uploaded work is at a good standard
* Communication – all problems that occurred were communicated

What went badly:

* Problems encountered with recording software for the playtest video. Problem was communicated and in the meantime solved.
* Past minutes not completed by Joe. This problem was brought to his attention.
* Deleting files on by one on Github, cluttering the uploads page. Tomas was told to make use of the desktop app in order to delete all files at once and not one by one. Alternatively, not to bother with deleting the files at all. (see communication images on Github)
* Playtesting sessions were not conducted as the game was not fully functional

Feedback Received: Rob is happy about the way we decided to balance the game by assigning different proprieties to bait (it can catch more or less rats depending on what it is)

Individual work completed:

Joe- all task completed (may have assigned it to another Joe by mistake)  
Kacey- all tasks completed, except one  
Tomas- all tasks completed , except one  
Andreea- all tasks completed

**Overall Aim of the current weeks’ sprint**

Tasks for the current week:

Design

During this sprint we are focusing on:

* improving the game’s visuals
* final fixes on asset placement and level design

Tomas tasks:

1. Search for sky boxes for the game
2. 3D model background buildings and other assets so the player won’t see an endless void of nothing beyond the fence

Andreea tasks:

1. Managerial tasks (group meeting/writing minutes)
2. Final fixes on asset placement
3. Main menu instruction screen stylising

Programming

The focus of this week’s programming tasks are:

Making core mechanics functional.

Joe tasks:

1. Managerial tasks (group meeting/upload discord communications on Github)
2. Make rats move towards the traps
3. Make different kind of bait attract different numbers of rats

Kacey tasks:

1. Make rats move towards the traps
2. Make different kind of bait attract different numbers of rats

During the group jam we achieved an early version of making rats move towards the traps and making bait attract different numbers of rats.

Notice for the group jam after the Easter break: Andreea cannot attend as she cannot make it back to Ipswich.

Minute Taker: Andreea