**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 13/02/18

Time of Meeting : 12:00

Attendees:- Joe, Andreea, Kacey, Tomas

Apologies from:-

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

What went well : All tasks were completed on time and scoped well enough, we learned from the time taken to complete these tasks how to scope even better in the coming week.

What went badly :

Feedback Recieved : We received feedback from Dave – The idea meets the brief in terms of the mechanic removal & addition, however we should carry out more research prior to playtesting regarding how people will react to the mechanic / what they like about these type of games.

Individual work completed:-

Joe – Researched & implemented a method of creating basic FPS movement & controls  
Adreea – Decided on art style for game, researched assets & created moodboards  
Kacey – Researched & implemented a different method of creating basic FPS movement & controls  
Tomas – Decided on art style for game, researched assets & created moodboards

Item 2:-

Tasks for the current week:-

Andreea

* Model assets for enemies-rats
* Unwrap UVW for enemies
* Texturing for the “rats”
* Research on the chosen mechanic in relation with players

Tomas

* Model throwable asset- apples
* Unwrap UVW for “assets”
* Texturing for “apples”

Joe

* Working with Kacey, research methods to manipulate and ‘pick up’ physics objects in Unity
* Attempt to implement ‘firing’ mechanic

Kacey

* Working with Joe, research methods to manipulate and ‘pick up’ physics objects in Unit
* Attempt to implement ‘grabbing’ mechanic

Meeting Ended :- 12:52

Minute Taker:- Joe & Andreea