**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 20/02/18

Time of Meeting : 12:00

Attendees:- Andreea, Kacey, Tomas

Apologies from:- Joe (let us know via Discord)

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

What went well : All tasks were completed on time. Problems regarding the programing side were solved and now the game can move to the next stage in terms of implementing mechanics and polishing the existing features.

What went badly : The design tasks for Tomas were overestimated. The reason behind it was observing his workflow and his ability of producing assets in a set amount of time. Since in our first unofficial meeting as a team the fact that he is comfortable with 3D modelling but is willing to improve was mentioned we put to test what he can deliver in 6h in terms of assets. For the next sprint the number of assets will be increased so we will make the best out of the time, since approximately 2 hours remained from last sprint for his tasks.

Communication was not kept strictly to the group’s Discord server. In order to solve this problem ,2 categories will be created: Design and Programming in order to avoid private messages about specific design queries.

Feedback Recieved : From Rob: replaced mechanic too similar to shooting mechanic. Agreed on the game idea as Dave has already approved on the game idea.

Individual work completed:

Joe – researched and implemented a working ‘firing’ mechanic

Adreea – created final asset for the enemy (rat), provided research on the chosen mechanic for the game

Kacey – researched and implemented a working ‘firing’ mechanic  
Tomas – provided a first throwable asset for the game. Used remaining time to create variations on the texture (3 textures instead of 1)

Tasks for the current week:

Andreea

* Create environmental asset for garbage bag pile
* Create layout for the level- map the level
* Create final design document
* Create concept art of the game environment

Tomas

* Model asset –banana peel
* Model asset – bottle
* Model asset- can
* Model asset- plank
* Model asset - hotdog

Joe ( to be completed by Joe)

Kacey ( to be completed by Joe)

*Temporary task for group jam*:

* fully implement and modify working script

Meeting Ended :- 13:15

Minute Taker:- Andreea