**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 27/02/19

Time of Meeting : 12:30

Attendees:- Joe, Andreea, Kacey

Apologies from:- Tomas

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

What went well : Most tasks completed before today, one exception due to change of project direction. Quality of work was very high.

What went badly : Change of project scope leading to one redundant task. Some tasks were set after the start of the sprint.

Feedback Recieved :

Individual work completed:- Kacey – Modifying of scripts to implement new mechanics and mechanical changes

Joe – Organising of project folders & script modifications to implement mechanical changes

Andreea – research on the main mechanic of the game, compiled a final design document for the game, delivered 3D models of environmental assets, mapped the level

Tomas – delivered 3D model assets for objects the player can interact with in game

Item 2:- The current weeks sprint will have us aiming to introduce completed 3D model assets in to the project, and achieve a deliverable presentation for next week.

Tasks for the current week:-

* Import assets in to Unity
* Modify scripts to let traps ‘lock’ and ‘arm’ when placed on the floor
* Modify scripts to introduce assets ‘locking’ to traps
* Modify scripts to allow mechanical change of direction to take place (place objects, not throw)
* Level design in Unity project
* Create assets for cheese, traps, tires, and metal barrels

Meeting Ended :- 13:00

Minute Taker:- Joe