**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. Our Jira usage was not efficient, with us only creating one week’s worth of tasks at a time.

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. We have created a long backlog of issues so we can more easily prepare sprints going forward.

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 & Andreea