**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting :27/March/2019

Time of Meeting: 12:10-12:50

Attendees: Tomas, Kacey, Andreea

Apologies: Joe (let us know that he is not feeling well)

**Post-mortem of previous week**

What went well:

* Most of the tasks on Jira completed before deadline
* All uploaded work is at a good standard
* Communication – all problems that occurred were communicated
* 2D art development finished and ready to be improved for aesthetic reasons (colours of ui not fitting main menu colours)
* Questionnaire ready for playtesting sessions
* Game has functioning main menu featuring the background created during previous weeks

What went badly:

* One task not completed before the end of the sprint
* Difficulties encountered on the programming side therefore playtesting will be postponed until the game’s main features are fully functional (set tasks to improve those features of the game. See Kacey’s tasks + this week’s aim for programming side)

Feedback Received: none for this week

Individual work completed:

Joe- all task completed  
Kacey- all tasks completed  
Tomas- all tasks completed   
Andreea- all tasks completed, except one

**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
* continue working on asset placement and level design
* preparing for delivering a playtest video

Tomas tasks:

1. Create visual keys for instruction screen
2. Change colour for main menu buttons and instruction screen in accordance to the colour scheme chosen
3. Search for sky boxes for the game
4. Break down text for instruction screen

Andreea tasks:

1. Managerial tasks (group meeting/writing minutes)
2. Asset placement in unity
3. Prepare notes for recording the playtest video

Programming

The focus of this week’s programming tasks are:

* Fix main features of the game such as rats moving towards traps that have bait; traps being static when rats collide with it, spawning of the rats

Joe tasks:

1. Record the playtesting video
2. (to be completed by Joe)

Kacey tasks:

1. Fix spawning for rats
2. Make rats move towards the traps
3. Make traps static when rats collide with them

Minute Taker: Andreea