**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 06/03/2019

Time of Meeting : 12:00-12:30

Attendees: Joe, Kacey, Tomas, Andreea

**Postmortem of previous week**

What went well : most of the tasks have been completed. The assets were delivered before the presentation, therefore it was possible to include them in the Power Point slides.

Communication went well between team members when it came to organising a meeting before the day of the presentation.

What went badly : tasks were left to be done at the end of the sprint by Tomas. Even so, all of his task were completed before the sprint was closed. We take into consideration his apology that we were previously informed about (not being in UK).

Feedback Recieved:

Individual work completed:

Tomas: delivered 3d assets for traps, barrels, tire stack, cheese  
Andreea: delivered 3d assets for shed, car and placed assets into the level according to the level design plan

Joe: recorded and uploaded video demonstration of project, added more assets in to the Unity project & level space, modified the interactable object to be a can instead of a black box, modified player camera perspective / height

Kacey: created scripts for rat spawning, refined scripts for player movement & object interaction, added box colliders to objects within the level

Design: Aim for the end of current sprint: close developing 3D assets and have most of the UI design and visual feedback done and ready to be implemented in the game. Rough beginning of introducing in the game ways in which we can teach the player how to play it.

Programming: Aim for the end of the current sprint: to have working trap interactions (with ‘bait’ objects + rats) & spawning + moving rats.

Tasks for the current week:

Tomas: finish texturing asset for traps, create asset for fence, ground ( populated with grass), junk yard sign, slice of cake.  
Andreea: create asset for sign that leads to shed, design UI and visual feedback (score, particle effects), in game instruction sign.  
Joe: create rat movement within the game, and create some interactions between rats & traps, create trap colliders.  
Kacey: Enhance the rat spawning script to work properly with the spawn point array and modify the object manipulation script to work with multiple objects.

Minute Taker: Andreea