**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 06/02/18

Time of Meeting : 12:00

Attendees:- Joe, Andreea, Kacey, Tomas

Apologies from:-

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

What went well : All briefs were completed, all tasks asked of people were completed in a timely manner.

What went badly :

Feedback Recieved : Small feedback from Rob on how to structure meeting minutes, Jira tasks and our Github.

Individual work completed:-

Joe – Completed 2 briefs  
Adreea – Completed a brief & uploaded a design research document  
Kacey – Completed 2 briefs  
Tomas – Completed 2 briefs

Item 2:- The current weeks sprint will have us looking at how to create a basic fps style player movement and aiming within Unity. The designers will be looking at mood boards and more in depth design research.

Tasks for the current week:-

Joe – Research & attempt to implement basic FPS style movement and controls, no more mechanics than that.

Kacey – As above, research & attempt to implement basic FPS style movement and controls, no more mechanics than that.

We will come back next week and compare the two ways in which we have done this and discuss how we might want to use one over the other or combine the two.

Meeting Ended :- 13:00

Minute Taker:- Joe & Andreea