**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 01/05/2019

Time of Meeting: 9:27am

Attendees:- Andrei Dumbravescu, Alpeche Pancha and Matthew Fisher

Apologies from:- N/A

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

What went well: N/A

What went badly: N/A

Feedback Recieved: Rob played our current version of the game and mention that the controlling of the mechanic was difficult to manage, he recommended perhaps a slight change of how the mechanic works without affecting the overall mechanic too much.

Therefore, we made the change of the mechanic rather than the player clicking and drag the track, it will be click and select the track, hopefully this will lead to an easier understanding of our main mechanic. We will be doing more playtesting this sprint to see if these changes have worked as well as other things that need to be fixed or added.

Individual work completed:-

Andrei Dumbravsecu – N/A

Alpeche Pancha – N/A

Matthew Fisher – N/A

Item 2:- Overall Aim of the current weeks sprint (What will the product look like by the end of the sprint. **Finish the Random generation level spawn in programming, implement player feedback sounds and create a start menu for our game.**

Tasks for the current week:-

Andrei Dumbravescu tasks:

* Research Sounds we can use for our game.
* Get people to playtest our current version of our game.
* Write a short post mortem about your task.

Alpeche Pancha tasks:

* Improve random content generation system.
* Add a menu screen for the game.
* Add a game over screen for the game.

Matthew Fisher tasks:

* Create a Start menu for our game.
* Create a Logo for our game.
* Write a short post mortem about your task.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended :- 10:26am

Minute Taker:- Matthew Fisher