**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 6th February 2019

Time of Meeting : 09:30

Attendees:- Andrei Dumbravescu, Alpeche Pancha, Matthew Fisher

Apologies from:- None

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

What went well :

All three members researched their chosen genre and came up with their own responses for the brief.

JIRA tasks were made and used.

What went badly :

JIRA tasks should have been estimated before the start of the sprint, and logged accordingly.

Use Github more actively to put any kind of material found during research, which was one of our tasks for the week.

Feedback Recieved : N/A

Individual work completed:-

Andrei Dumbravescu

Research a chosen genre for our game

Complete the Team Brief individually

Alpeche Pancha

Research a chosen genre for our game

Complete the Team Brief individually

Matthew Fisher

Research a chosen genre for our game

Complete the Team Brief individually

Item 2:- Overall Aim of the current weeks sprint (What will the product look like by the end of the sprint.

**Creating our first iteration of our game based on our tasks.**

Tasks for the current week:-

Andrei Dumbravescu

As a designer, figure out the functions of the Create and Drag Mechanic.

As a designer, write a short postmortem about what you did for your task.

Alpeche Pancha

As a programmer, create an Unreal Project for our game and publish it to GitHub.

As a programmer, create a prototype of our game based on last weeks discussion and research.

As a programmer, write a short postmortem about what you did for your task.

Matthew Fisher

As a designer, you must create a user interface for the game to provide an idea of how the game will look.

As a designer, write a short postmortem about what you did for your task.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended :- 10:00

Minute Taker:- Alpeche Pancha