**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 13/02/2019

Time of Meeting : 9:00am

Attendees:- Andrei Dumbravescu, Alpeche Pancha, Matthew Fisher

Apologies from: N/A

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

What went well : All tasks completed, baseline for our game completed, alternate idea for our game approved (failsafe), level concept approved by team.

What went badly : Tasks were too long to do for team members, adding task description on Jira (provide more detail with the given tasks).

Feedback Recieved : N/A

Individual work completed:-

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.

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

**Our main mechanic being made and working and our Assets implemented into Unreal Engine 4.**

Tasks for the current week:-

Andrei Dumbravescu:

As a designer, create Assets that will be used for our game.

As a designer, write a short post-mortem about your task.

Alpeche Pancha:

As a programmer, create the drag and drop mechanic for our game.

As a programmer, write a short post-mortem about your task.

Matthew Fisher:

As a designer, create Assets that will be used for our game.

As a designer, write a short post-mortem about your task.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Discuss the Unreal Project with team members.

Meeting Ended :- 9:49am

Minute Taker:- Matthew Fisher