**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:- Any Other Business.

* Alpeche gave team members a tour of the Unreal Engine project, assets used, Blueprints and the prototype level.
* Team members discussed the game prototype and gave further ideas about the design:
  + Levels will be procedurally generated
  + Levels might become harder the more times the player replays them
  + In order to randomly generate maps, we could have pre-designed level chunks and choose to generate random chunks as the player progresses
  + Drag and drop mechanic: Matthew presented his design on paper, and the layout for the HUD
  + There should be a faint colored vertical line across the level at different stages of a level. For example, when after 200 miles, a faint line telling the player they reached 200 miles milestone.
* Team members discussed the core mechanic and different ideas to address the removal of the jumping mechanic:
  + Dragging and dropping pre-determined blocks (rail tracks) in front of the player
  + Placing blocks in front of the player character using a button press
  + Quick time event-like mechanic where player has to press the right key to place the correct block

Meeting Ended :- 9:49am

Minute Taker:- Matthew Fisher