**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 20/02/2019

Time of Meeting : 9:25 am

Attendees:- Andrei Dumbravescu, Alpeche Pancha, Matthew Fisher

Apologies from:- N/A

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

What went well : All tasks were completed by all members, everyone had no issue doing the tasks.

What went badly : There was confusion over on Jira when some tasks that were meant for the other people to complete has been moved by other people, this did cause confusion but this issue was resolved. Improvement on Communications via Emails but need to do more of it in the future.

Feedback Recieved : N/A

Individual work completed:-

**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.

**Item 2:- Create a snapping system for our mechanic, fix assets for level and have a prototype that has a functioning mechanic.**

Tasks for the current week:-

**Andrei Dumbravescu’s tasks:**

As a designer, start working on the Pitch Presentation for our upcoming Pitch to show off our game.

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

**Alpeche Pancha’s tasks:**

As a programmer, expand development on the mechanic by creating a snapping system for the tracks to connect to each other.

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

**Matthew Fisher’s tasks:**

As a designer, work on the level design for our game on Unreal Engine 4.

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

(These tasks to be uploaded and tracked on JIRA)

Item 3:- N/A

Meeting Ended :- 10:10 am

Minute Taker:- Matthew Fisher