**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 6th March 2019

Time of Meeting : 7pm

Attendees:- Andrei Dumbravescu, Alpeche Pancha and Matthew Fisher

Apologies from:- N/A.

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

What went well : The planning of the pitch was well coordinated. We discussed the requirements for the presentation and assigned each area to a different team member. We were able to finish our tasks and deliver a good pitch that covered all required information about our prototype game.

What went badly : Communication via email should increase. We primarily used Discord to have meetings and discuss our presentation. Maybe a more formal way of communicating would’ve been appropriate for this.

Feedback Recieved : In our initial pitch, Chris Janes mentioned that our gameplay seemed slow and that there was no tension felt by the players. Having discussed this, one of the solutions we came up with is to make changes to the minecart speed as the player gets further into the level, so that the player will feel tension as they progress in the level.

We should also focus on procedural generated level content, bearing in mind that the generated content must not be impossible for the player to clear and must still present a challenge to the player.

Individual work completed:-

**Andrei Dumbravescu:**

* As a designer, complete the Pitch presentation for next week.
* As a designer, write a short postmortem about your task.
* As a team, rehearse the Pitch presentation as a group.

**Alpeche Pancha:**

* As a programmer, record a 60 second demonstration of our game and mechanic.
* As a programmer, write a short-post-mortem about your task.
* As a team, rehearse the Pitch presentation as a group.

**Matthew Fisher:**

* As a designer, help with the Pitch presentation.
* As a designer, write short post-mortem about your task.
* As a team, rehearse the Pitch presentation as a group.

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

**Address feedback received in the pitch to create tension in the gameplay. Investigate procedural generation and start polishing the game assets.**

**By the end of the sprint, we will have improved game assets, and new assets for the Game Over screen. We will also have an idea of how to implement random content generation during gameplay (procedurally generated level), the challenges involved and an estimate of how long it’s going to take to implement it.**

Tasks for the current week:-

**Andrei Dumbravescu’s tasks:**

* Create currency assets and menu assets
* As a designer, write a short postmortem about your tasks.

**Alpeche Pancha’s tasks:**

* Make player speed gradually increase as the level progresses but cap it to a limit
* As a programmer, investigate procedural generation.
* As a programmer, write a short postmortem about your tasks.

**Matthew Fisher’s tasks:**

* As a designer, create an Inventory slot for the tracks.
* As a designer, fix the distance markers.
* As a designer, write a short postmortem about your tasks.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

None.

Meeting Ended :- 7:33pm

Minute Taker:- Alpeche Pancha