**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 13/03/2019

Time of Meeting: 9:54am

Attendees:- Andrei Dumbravescu, Alpeche Pancha and Matthew Fisher.

Apologies from: N/A

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

**What went well:**

All tasks were completed within the scheduled timeframe, no one had any issues with the given tasks. We are focusing on asset design and polish the game itself at a steady pace. We also know how to implement the random generated levels and how long it will take.

**What went badly:**

Communication with the group is not up to a good standard and needs to be improved. We are thinking of changing our way of recording evidence by using Discord rather than using Microsoft Email.

**Feedback Recieved:**

As from last week, we are making changes at a steady pace, only setting tasks we see fit as time goes on. Bearing that in mind, we still acknowledge the feedback from Chris and will be making the changes at a certain point we see fit, and more recently the feedback from Rob concerning the that the amount of work to do is not insurmountable and we will try to fix this issue.

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. **Have our level generator working for our game and menu UI created for our game.**

Tasks for the current week:-

**Andrei Dumbravescu Tasks:**

* As a designer, make the changes for the water and lava assets.
* As a designer, research animations for our assets.
* As a designer, write a short post-mortem about your task.

**Alpeche Pancha Tasks:**

* As a programmer, work on the level generator for our game.
* As a programmer, write a short post-mortem about the task.

**Matthew Fisher Tasks:**

* As a designer, add more distance markers and make the changes to the distance markers
* As a designer, work on the ‘Game over’ screen when the player dies.
* As a designer, write a short post-mortem about your tasks.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended : 10:31am

Minute Taker: Matthew Fisher