**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT (Sprint 8)**

Date of Meeting: 20/03/2019

Time of Meeting: 9:35am

Attendees: Andrei Dumbravescu, Alpeche Pancha, Matthew Fisher

Apologies from: N/A

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

**What went well:** Communication has improved over on Discord as we made the decision last sprint to switch our main communication channel from instead of using Microsoft Email to Discord as well as documenting our chats on Discord as well. All tasks were completed within the scheduled timeframe. Our game is making steady progress with our main mechanic (click and drag) completely finished, now it’s down to refining and adding various stuff mention in the deliverables (refer to Pitch Presentation).

**What went badly:** Tasks were being completed too quickly therefore must make changes to how long each task is set for each member.

**Feedback Received:** We had a discussion with Rob regarding our hours completed so far for this project, and noticed that Andrei’s completed hours were shorter than Me and Alpeche. This means that Andrei’s tasks were too short in terms of hours and need to be increased. Or increase the amount of tasks for Andrei to resolve this issue. We’ll have a discussion as a team about this so that Andrei’s hours are increased.

**Individual work completed:**

**Andrei Dumbravescu:**

* 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:**

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

**Matthew Fisher:**

* 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.

Item 2:- Overall Aim of the current weeks sprint (What will the product look like by the end of the sprint. **Create more different Assets to use and start creating the RNG element for our game.**

Tasks for the current week:

**Andrei Dumbravescu tasks:**

* Start to gather player feedback from people playing our game.
* Start working on the animation for our game.
* Write a short post-mortem about your tasks.

**Alpeche Pancha tasks:**

* Create more level ‘Chunks’ assets in UE4 project.
* Start working on the RNG logic in UE4.
* Test new sprites created by the designers.
* Write a short post-mortem about your tasks.

**Matthew Fisher tasks:**

* Make changes to Minecart assets (for animation purposes).
* Create New assets for our game.
* Write a short post-mortem about your tasks.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- N/A

Meeting Ended :- 10:18am

Minute Taker: Matthew Fisher