**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT (Sprint 9)**

Date of Meeting: 27/03/2019

Time of Meeting: 9:27am

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, got lots of feedback from play testers. Made lots of new assets and started working on the animation of certain assets. All tasks on Jira had descriptions so that people will know what the task actually was to what was needed to be done.

**What went badly:** There was little communication again, this is something we need to clamp down on, yes tasks are being completed and the work output is good, but its having that reassurance that things are going ok with the tasks. Perhaps send a message halfway through the sprint would be recommended just to keep each other updated on their tasks. One task was half complete, so a new task was created for the other half of the task (which was completed in the end).

**Feedback Received:** From the player’s playtest, the players had problems with the drag and drop mechanic because it was not intuitive because the mechanic requires the player to place the asset on the previous one that has been placed. For that reason, the drag and drop mechanic is not intuitive for the player.

Another problem with the mechanic is that the collision. The asset can be placed when the mouse is hovered around the centre of the asset. When placed near the edge of the assets the track sometimes is not placed in the game which makes the drag and drop mechanic frustrating for the player.

The track highlight that appears from the track usually confuses the player because is only highlighted when the mouse hovers over it without the track asset dragged. This gives the false impression that it is not well placed.

Based on the feedback, we’ve decided to change the drag and drop mechanic and instead make it clicked based (when the player clicks on a platform above, it instantly connects to the next platform on the current track where the minecart is riding along with). This should not take too long as this is not a drastic change but whether it will be done before next week where we have to submit a video walkthrough explaining our mechanic is something we’re going to have to wait and see.

Individual work completed:-

**Andrei Dumbravescu:**

* 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:**

* 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:**

* Make changes to Minecart assets (for animation purposes).
* Create New assets for our game.
* 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. **Have our mechanic changed based from the feedback and start working on the video walkthrough.**

Tasks for the current week:-

**Andrei Dumbravescu tasks:**

* Work on the video walkthrough (voice over).
* Write a short post-mortem about your tasks.

**Alpeche Pancha tasks:**

* Change the mechanic of drag and drop and instead make it click and place.
* Record gameplay that should be no longer than 5 minutes.
* Write a short post-mortem about your tasks.

**Matthew Fisher tasks:**

* Find and source audio for our game.
* Work on the video walkthrough (voice over).
* Write a short post-mortem about your tasks.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended :- 10:15am

Minute Taker:- Matthew Fisher