**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT – Group 4**

**Date of Meeting:** 6/2/2019

**Time of Meeting:** 9:00am

**Attendees:** Alex Turnbull, Gergana Draganova, Callum Banyard

**Apologies from:** Danielle Bailey (arrived late)

**Postmortem of previous week**

Over the course of the last week there wasn’t too much official happening as we met up for the first time on Wednesday (30/1/19) and got to introduce ourselves to the other group members. Everybody was present for that initial meeting up of the groups and in turn we got to know each other and we had a discussion about our strengths and weaknesses, this helped gauge what the each of the members would like to do and get out of the project as a whole. Danielle was keen and has strengths in the more 3D modelling side of things, Gergana is skilled in more 2D orientated design and Callum has good skills focussed on narration and the story side of game design.

I got the team to do research and we would liaise on the Monday (4/2/19) to discuss our ideas and as a group decide and talk about what our final proposal/game idea would be. This was a really good meeting as we covered a lot of ground and accomplished our goal to come up with a final idea – really good discussions/contributions/great points were made throughout by all team members.

Individual work completed:

Alex – 3 ideas for the game  
Gergana – 4 ideas for the game and additional research for points to consider for our game  
Callum – 3 potential ideas for the final game  
Danielle – 3 ideas brought to the table to consider for game

**Overall Aim of the current weeks sprint**

Now that we have our final idea decided and as a group the idea in our minds for what we want to create, by the end of the week one of the core things we aim to have is a basic prototype of the game created demonstrating the core mechanics and how the user will interact with the game. We aim for lots of research be completed about existing games similar to what we want to create and learning about how they create desired emotions from the player and how all of the interaction is done. We want to try and find a wide range of comments from players of these similar games and find out what they like/dislike so we can try and create the best player experience.

We are aiming to develop a wide range of mood boards encapsulating the different parts/sub genres of our game to gain a general consensus how current games look and feel and based on these start to consider how our game might look and work.

**Tasks for the current week:**

Alex’s Tasks:

* Prototype: create character movement [1h]
* Prototype: create a basic version of the “ball throwing mechanic” [2h]
* Prototype: develop ways of the “ball” returning to the player [3h]

Gergana’s Tasks:

* Research into excising similar games (looking at comments etc) [2h]
* research into emotions (as mentioned in brief) [2h]
* create a mood board (game visuals and feels) [2h]

Callum’s Tasks:

* Looking into how to self containment (introduce the player to the game/mechanics) [2h]
* create a mood board mood board (game visuals and feels) [1h]
* Research into excising similar games (looking at comments etc) [2h]
* emotions (adventure genre based) [1h]

Danielle’s Tasks:

* create a mood board (game visuals and feels) [2h]
* research into interaction of game objects [2h]
* looking into existing games and pulling any relevant and useful information [2h]

Meeting Ended: 10:30am

Minute Taker: Alex Turnbull