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

**Date of Meeting:** 1/5/2019

**Time of Meeting:** 9:30am

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

**Apologies from:**

**Postmortem of previous week**

This is the first week back after the Easter Holidays and in turn the last week that we will be working on the project as a group. Nothing work wise was officially set to be completed over the holidays however some small bits of work were still completed by both Gergana and Callum. This work wasn’t “catch-up” work as such just little bits that help us in the future of the development of the game. Such work completed included Designing the top down views of future levels for quick and easy development and getting appropriate bonus atmospheric sounds to help with the feel for the game.

We met up today with the goal in mind of that this our final sprint that we have to work on the game so we spent some time sitting down together and discussing what the realistic goals are that we can achieve and need to focus on in order to get the game ready and in a suitable state given the time we have left. Nothing heavy asset wise needs to be made the in terms of functionality the game is there. We will be spending this last week refining the details of the game and adding small features such as main menus’ etc to really help the feel/performance of the overall game.

Everybody is eager and keen to work on the game and together in order for us to present the best well rounded game that we can.

Individual work completed: (Over Easter)

Alex – Nothing completed  
Gergana – Top down design of the future levels  
Callum – Finding some suitable atmospheric audio

**Overall Aim of the current weeks sprint**

**Tasks for the current week:**

Alex’s Tasks:

* Complete development of shader with textures (3h)
* Create a basic main menu (1h)
* Produce full game flow including final sequence (1h)
* Implement all sound/dialog (1h)

Gergana’s Tasks:

* Create the textures for the shader for each level [Level 2+] (5h)
  + Level 2 Textures
  + Level 3 Textures
  + Level 4 Textures
  + Level 5 Textures
  + Level 6 Textures
* Main menu sprite/design (1h)

Callum’s Tasks:

* Create the final dialog pieces for the levels (3h)
* Find atmospheric sounds for the levels (2h)
* Playtesting of the game (1h)

Meeting Ended: 10:00am

Minute Taker: Alex Turnbull