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

**Date of Meeting:** 13/2/2019

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

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

**Apologies from:** Danielle Bailey (meant to arrive late but didn’t)

**Postmortem of previous week**

Last week for a very successful week overall for the group. All but one task was completed and hence we managed to meet our overall aims for the sprint as indicated in last weeks Meeting Minutes. A basic prototype was created, and a wide range of various research was carried out which is all very helpful for our game.

Communication over Discord was generally good from all members. Asking questions and requesting help as needed. There were some minor issues with a lack of communication with Danielle but after talking with her she explained the situation and said she would communicate more and will ask for help as and when it was needed, and it would be better next week and beyond.

All work was logged well and completed work was uploaded onto the GitHub. Some missing work is currently not on GitHub at the time of writing but will be uploaded soon as possible.

Individual work completed:

Alex – All tasks completed  
Gergana – all tasks completed  
Callum – all tasks completed  
Danielle – 2/3 tasks completed

**Overall Aim of the current weeks sprint**

* For this current sprint we are looking into developing a more upgraded prototype featuring more of the additional mechanics required for the final game to prove it can be done.
* Along with this, more research is being done focussing on Market/Target audience research which will all help us make design choices in our game.
* Base concept art is to be produced for the game focussing on more of the setting/theme based on current research to help generate ideas, this can be iterated on after based on feedback/more research.
* A beginning look into the story/overarching narrative will be looked into/created as this is a main focus for the game.

**Tasks for the current week:**

Alex’s Tasks:

* Game Jam: Discuss and produce the end goals for the game [1h 30m]
* Prototype: create a method for collecting items [1h]
* Prototype: refine throwing mechanics [1h 30m]
* Come up with a couple of ideas on how the player interacts/uses objects [2h]

Gergana’s Tasks:

* Game Jam: Discuss and produce the end goals for the game [1h 30m]
* Create a minimum of 2 concepts for the game regarding settings/themes [1h 30m]
* Research into Demographics [1h]
* Target Audience research [1h]
* Create a psychographic for the game [1h]

Callum’s Tasks:

* Game Jam: Discuss and produce the end goals for the game [1h 30m]
* Initial look into character/story arc [3h]
* Produce some market research [1h 30m]

Danielle’s Tasks:

* Game Jam: Discuss and produce the end goals for the game [1h 30m]
* Concept art for 2 potential ideas/settings the game could be contained in [2h]
* Research into player interaction with game objects [2h]

Meeting Ended: 10:30am

Minute Taker: Alex Turnbull