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

**Date of Meeting:** 20/2/2019

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

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

**Apologies from:**

**Postmortem of previous week**

Previous week was a success for the group, completing the majority of our tasks and meeting our aims as set out in the previous minutes. One task by Callum wasn’t completed but was mentioned, prior to the end of the sprint, in Discord and explained that issues arose. Due to the nature of the task (initial look into character/story) we all agreed that him and Gergana would work on it together in the next sprint during the Game Jam session.

The majority of group members were very proactive in terms of overcoming problems and seeking assistance from others should the issues arrived. For example Gergana had an issue with a research task (target audience research) and Callum was very quick to help and provide other ideas and help in order to produce research and complete the task. All as evidenced in the Discord Logs. Communication was great all round.

This week we received advice from Rob regarding controlling the scope of our game and brought caution to the complexity because of the nature of our game needing 3D assets and having multiple levels. He suggested that we could make use of a single base level using a handful of assets and moving them around to create the effect of changing levels whilst still making sense within the story.

Individual work completed:

Alex – all tasks completed  
Gergana – all tasks completed  
Callum – 2/3 completed, reasons discussed  
Danielle – no tasks worked on or completed

**Overall Aim of the current weeks sprint**

* Developing the game/prototype more for it to become MVP ready by incorporating/improving more mechanics such as item guessing and echolocation
* Developing the story/narrative into more detail, defining and coming up with details such as character ideas, potential level designs – how it all fits together
* Creating detailed concepts of level design to help picture and understand how the game will work and look
* Starting to begin preparations for the presentation on the 6th March, producing elements that will be incorporated into that

**Tasks for the current week:**

Alex’s Tasks:

* Prototype: create and implement the "visual echolocation" using shaders for the ball interaction (2h 30m)
* Prototype: look into and implement some camera effects for impact (2h)
* Prototype: create the mechanic to use items to progress, item guessing/selection (1h 30m)

Gergana’s Tasks:

* Game Jam: Begin to develop the overarching skeleton for the narrative/story (2h)
* Setting/Level Design:
  + Create a first iteration blueprint for level design (30m)
  + Create concept art for a room, showing how it would look and player interaction (1h 30m)
  + Research into level design and create basic level design ideas (30m)
* Game Jam: Create a definitive game loop for the game, showing how progression is done (30m)
* Look into creating the base design of the powerpoint for the MVP presentation (1h 30m)

Callum’s Tasks:

* Game Jam: Begin to develop the overarching skeleton for the narrative/story (2h)
* Start collecting and looking into what audio would be required for the game (see description for samples) (1h)
* Game Jam: Create a definitive game loop for the game, showing how progression is done (30m)
* Story Development:
  + Input the details into the story from the base skeleton (1h)
  + Define/create a first iteration for the character (30m)
  + Define some items that could be collectables for the character to find/guess (1h)

Danielle’s Tasks:

* Design concept for a splashscreen for the game (2h)
* Design concept art for how the ball could look (2h)
* Concept art for 2 potential ideas/settings the game could be contained in (2h)

Meeting Ended: 10:00am

Minute Taker: Alex Turnbull