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

**Date of Meeting:** 27/2/2019

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

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

**Apologies from:**

**Postmortem of previous week**

Last week was very successful for the group, we are still on track with everything that we want to complete. Really good work was produced, and documents made that will all help with the future development of our game. Group members actively requested advice as always and asked for help to produce the best work possible.

All but one task was complete, with the exception of an extra task being given out. This was an incomplete task from Callum however he was away for the majority of the weekend and hence was unable to produce work.

At 12:30pm after the Game Jam was completed, myself and Callum met with Dave and got feedback base on our project so far. His main concern is that having a complicated narrative and gameplay element could cause conflict and so we should have focus on one of them to get right and have the other compliment it. We have taken this feedback on board and decided that the majority of our focus will be put on the player experience from gameplay and we will have the story behind to compliment it.

Individual work completed:

Alex – All tasks completed  
Gergana – All tasks completed, 1 extra task given but not worked on  
Callum – All but one task completed  
Danielle – no work done

**Overall Aim of the current weeks sprint**

* Focus on creating the presentation and having all the assets needed for it produced.
* Assets produced including a playable first demo level, the powerpoint presentation, definitive game loop produced.
* A playable demo of the game should be created and available.

**Tasks for the current week:**

Alex’s Tasks:

* Game Jam: Contribute to the presentation -3h
* Create the object interaction mechanics - (sounds for drop/shake) -1h 30m
* Import/create the test level for the presentation -1h
* Create notes for the presentation slides you are talking about -30m

Gergana’s Tasks:

* Game Jam: Contribute to the presentation -3h
* Create a basic playable level for the demo/presentation -2h
* Create notes for the presentation slides you are talking about -30m
* Look into creating the base design of the PowerPoint for the MVP presentation -1h 30m

Callum’s Tasks:

* Game Jam: Contribute to the presentation -3h
* Create a definitive game loop for the game, showing how progression is done -30m
* Create notes for the presentation slides you are talking about -30m
* Research and gather more sound, focusing on those needed for demo -1h
* Story Development: input the details into the story from the base skeleton -1h

Danielle’s Tasks:

* Design concept for a splashscreen for the game -2h
* Design concept art for how the ball could look -2h

Meeting Ended: 10:30am

Minute Taker: Alex Turnbull