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

**Date of Meeting:** 13/3/2019

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

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

**Apologies from:**

**Postmortem of previous week**

Last week was good overall from the group. A single task from each member wasn’t completed due to various reasons explained in the Discord chat as well as when we met. Alex didn’t complete a task due to personal reasons but focussed on the more important tasks. Gergana wasn’t able to complete the third level, due to extra time being spent on creating the second level because of consistent crashes to the software. Callum has made good progress on the uncompleted task but didn’t complete it and hence will be worked on next sprint.

There wasn’t as much communication this week but updates were present and everybody was focused on getting work done. The texture task that Gergana was given was completed but didn’t quite work as intended and hence a variation of this task will be repeated but this isn’t much an issue and won’t push us back – the new variation of the task should work and will make it faster to implement into the future.

The overview of this meeting included reviewing over the previous sprint and the tasks completed. We also discussed our aims for the next sprint and as a group and came up with our tasks that we wish to complete to progress.

Individual work completed:

Alex – All but one task complete (Work on backlog)  
Gergana – All but one task complete (“Ball Court” Level)  
Callum – All but one task complete (create dialog lines)

**Overall Aim of the current weeks sprint**

* Get the game into a state of viable playtesting.
* Playtest the game and get feedback to help improve our game.
* Produce more levels for the game.
* Implementation of details into the game including viable sounds

**Tasks for the current week:**

Alex’s Tasks:

* Start working on project backlog (1h)
* Create a full suitable first level for playtesting feedback (2h)
* Transition from prototype to final game project (1h)
* Begin to implement the second “Toilets” level (2h)

Gergana’s Tasks:

* Create “Ball Court” level (2h 30m)
* Create and work out textures for the “Classroom” level (1h)
* Create “Hospital” level (2h 30m)
* Create “Councillors Room” level (2h 30m)

Callum’s Tasks:

* Create dialog lines for the character, based on actions that happen in the environment (3h)
* Playtest the game and get feedback (1h)
* Finish collating sounds for every potential item in the game (2h)

Meeting Ended: 10:30am

Minute Taker: Alex Turnbull