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

**Date of Meeting:** 20/3/2019

**Time of Meeting:** 10:00am

**Attendees:** Alex Turnbull, Callum Banyard

**Apologies from:** Gergana Draganova

**Postmortem of previous week**

Overall last week was okay, not quite on par with other weeks due to the number of incomplete tasks from all members. With the great progress we’ve made at the first half of this project we are still well on track despite the slower progress. A key milestone that we hit is that we were able to create a full playable prototype of a single level and have gain valuable feedback which has been written down and uploaded to GitHub by Callum.

Regarding tasks: Alex wasn’t able to complete a task due to a late time of getting the game ready for playtesting and focussed on the higher priority tasks. Gergana had some incomplete tasks due to illness and these tasks will be continued over to the next week. Callum couldn’t complete tasks for this week due to personal issues going on as mentioned and explained in the Discord chat.

Everybody was quite active on the Discord chat and keeping everybody else up to date with how work has been getting on and showing it off. Members we’re quick to explain any issues going on that stopped them from completing work.

This week we discussed over the previous sprint showing of the work that had been completed. We also discussed as a group the potential tasks required for the week ahead. Despite the absence of Gergana we were able to get in contact on Discord and still sorted out the tasks for her that she was happy with doing for the week.

Individual work completed:

Alex – All tasks completed expect for 1 (Start working on project backlog 0h/1h)  
Gergana – 2 out of 4 tasks completed (Textures for classroom level 0h/1h, Create “Councillors Room” level 0h/2h 30m)  
Callum – 1 out of 3 tasks completed (Create dialog lines task 1h/3h, Collating sounds for items 0h/2h)

**Overall Aim of the current weeks sprint**

* Create and finish more of the story detail
* Develop and implement more playable levels for the game

**Tasks for the current week:**

Alex’s Tasks:

* Work out the implementation of the textures and for it to work with the shader (2h)
* Finish off full implementation of the second “Toilets” level (1h)
* Begin to develop third “Ball Court” level (2h)

Gergana’s Tasks:

* Create and work out textures for the classroom level (1h)
* Create “Councillors Room” level (2h 30m)
* Create “Treehouse” level (2h 30m)

Callum’s Tasks:

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

Meeting Ended: 10:30am

Minute Taker: Alex Turnbull