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

**Date of Meeting:** 27/3/2019

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

**Attendees:** Alex Turnbull

**Apologies from:** Gergana Draganova, Callum Banyard

**Postmortem of previous week**

Overall was very good in terms of progress last week, tasks are still getting done and completed to a high standard and we are well on track to our initial scope. There wasn’t much communication/movement on JIRA until late in the sprint however when Alex got in contact with the group. Despite of this, most of the work was still completed or at the minimum heavily worked on. Only 1 task from Gergana wasn’t worked on at all – this was the textures for the first level task. This wasn’t completed due to time constraints however this isn’t an issue as we need to discuss the mechanics/implementation as a group and fully decide how the textures work with the shader.

Our aims for the week were successfully met - the last “playable” level, although not completed, was heavily worked on and will just need a bit of extra time this week to completed. So we are on great track in terms of game content. Most mechanics are implemented in the game with not much needed to be added so far however over the next couple of weeks from the continued development of the story and levels more mechanics will be included. We’ve got a nice handful of critical game aspects including sounds for the various objects which are critical for purpose of the game.

We will continue to playtest the game and make the required refinements in order to get the best experience from a player.

Regarding the session today: due to the absences of Gergana and Callum, a formal meeting wasn’t able to take place this Wednesday, however tasks were still thought up and delegated by Alex and were put on Discord for the other members to review to ensure they were happy with them and for changes to be made if required. As discussed on Discord the team has agreed to meet before next Wednesday, on Tuesday 2nd April, to go over things and discuss the project as a whole (current proceedings, future planning) to ensure that all members are up to speed on the same page.

Individual work completed:

Alex – All tasks completed  
Gergana – One task completed, one heavily worked on, the other not worked on (Textures for classroom 0h/1h, Create Treehouse Level 2h10m/2h30m)  
Callum – All tasks completed

**Overall Aim of the current weeks sprint**

* Focus on creating the video walkthrough, getting the game ready for that
* Creating/finishing of development of the last few levels
* Getting more feedback to iterate from
* Start developing concepts for out of game features such as the main menu

**Tasks for the current week:**

Alex’s Tasks:

* Create the video walkthrough (2h)
* Implement transitions between levels (1h)
* Import/Build all existing levels (1-5) where not implemented already (2h)

Gergana’s Tasks:

* Finish creating “Treehouse” level (2h)
* Start work on creating inside of treehouse/ending sequence room (2h)

Callum’s Tasks:

* Create mock-up design for a main menu (2h)
* Come up with various suitable potential names for the game (1h)
* Get some more playtesting feedback (2h)

Meeting Ended: 9:30am

Minute Taker: Alex Turnbull