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

**Date of Meeting:** 3/4/2019

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

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

**Apologies from:**

**Postmortem of previous week**

Over the course of the last week, not many tasks were completed as shown below however work was put in by all members and even if not completed tasks were worked on hard. Callum was ill at the beginning of the week and Gergana was away until Sunday 31st despite this both members did what they could and still kept in touch on Discord explaining what was happening regarding work. Communication was good on Discord.

A lot of focus was put on the development of the game to make it suitable and ready for the video walkthrough and the vast majority of aims as listed in the previous week were completed. I am happy with the progress the group as a whole and the development of the game.

This meeting that we had today would the be the one before entering into the Easter holidays. We had a discussion about the game as a whole including where it currently was and how we would want to continue developing it regarding the time frame we had left. We were to ensure that all members were up to speed with the development and were all in the same mindset for how it should be progressed. As per a requirement for the Video Walkthrough that was to be uploaded today, the group discussed and chose the name for the game. We have called the game “Past Echoes” in relation to the nature/themes of the game.

We had a discussion about work over the Easter break and we agreed as a whole that we weren’t planning on doing major work to the game, just minor fixes/ little asset production where we had free time.

Individual work completed:

Alex – 2/3 tasks complete (Video walkthrough task worked on)  
Gergana – No tasks complete (1 Task heavily worked on - took longer than expected)  
Callum – 1/3 tasks completed (Playtesting unable to be completed due to no updated build of game, mock up task no worked on)

**Overall Aim of the current weeks sprint**

* No official sprint is going to be set over the holidays
* Some lower priority tasks/minimal catch up will be done

**Tasks for the current week:**

Alex’s Tasks:

* Create the video walkthrough (2h)
* Develop the first level in full transition into second level for playtesting (2h)
* Start developing the points system for the story (2h)

Gergana’s Tasks:

* Finish creating “Treehouse” level (1h)
* Create the final sequence base image (1h)
* Create images for the collectable items (30m)
* Create full textures for level 1 (3h)
* Create final texture look for the ball (30m)

Callum’s Tasks:

* Get some more playtesting feedback (2h)
* Produce dialog using lines for level 1 (2h)
* Generate 3 minimum concepts for how the rooms can link (2h)

Meeting Ended: 11:00am

Minute Taker: Alex Turnbull