**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 20/02/19

Time of Meeting:

Attendees: Kyle Bodin, Luke Coates, George Croucher

Apologies from: Viktor Bonev

**Item One: Postmortem of previous week**

What went well: Team members not having trouble completing tasks.

What went badly: Some members Jira technical problems having trouble accessing. Not everyone updating progress on Jira and putting files to Github

Individual work completed:

Viktor Bonev - Greyboxing Level, 3D model ideas Luke Coates – 3D Modelling  
Kyle Bodin – Created style guide, GUI Assets, Unreal Audio Research  
George Croucher – Unity Build

Item 2: Overall Aim of the current weeks sprint (What will the product look like by the end of the sprint.)

Tasks for the current week:

Viktor Bonev – GreyBoxing Level   
Luke Coates – 3D Models   
Kyle Bodin – Research unity level design  
George Croucher – Improving on the unity build prototype

Aims:

* Unity prototype being built we will have all the mechanics prototyped
* Models being made to help flesh out the level layout
* Create a Level

(These tasks to be uploaded and tracked on JIRA)

Other: Aims from last week to this week

* Completed basic Grapple Mechanic
* Didn’t get the level done

Meeting Ended:

Minute Taker: Kyle Bodin