**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 01/05/19

Time of Meeting : 11:00

Attendees:- Kyle Bodin, Viktor Bonev

Apologies from:- Luke Coates

**Item One:- Postmortem of previous week**

What went well : Able to get almost all of our levels into the unity engine to then utilise our mechanic Making more progress on the state the game was in to be a lot closer to a finished state.

What went badly : Not the targeted amount of levels were created due to sometime restraints so we capped the amount of levels that will be lower than expected with some minor issues with models created and textures. Lack of communication of not letting the team manager know of issues that were happening until quite late.

Feedback Recieved : Players have said that if it was more obvious of which direction to go, so we will have the pathway lit up with lights guiding the player to the end portal. The speed of the hook was too slow and time-consuming slowing down the players amount of time left to complete the level itself. Tasking ourselves too much levels so we have decided to lower the amount that wil be in the final build.

Individual work completed:-

Person 1 Grapple hook textured-final textures to the grapple hooks that will be used in game

Person 2 Create levels- creating the levels to work around our main mechanic

Person 3 Unity Build- working on unity build sorting out bugs such as the character’s “feet” glitching in itself

Person 4 Texturing models - texturing environmental props

Our overall aim is to get all of the levels pushed into the final build with all the final assets also placed in such as the timer with the main assets instead of the unity standard and the main levels created instead of the sample grey box.

Tasks for the current week:-

Person 1 tasks: Class & Individual task(s) Meeting Minutes, Export/Import levels- sorting out the meeting minutes word document and exporting the levels into their respective object files to then be imported into unity

Person 2 tasks: Class &Individual Task(s) Creating/Finalising level design- creating the last level and finalising the layout of other levels to be to what we plan

Person 3 tasks: Unity build-polishing off the final pieces of the unity build and sorting out any major issues if they appear

Person 4 tasks: Texturing- texturing final environmental props and fixing broken UVs

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Our other business involves getting the game to its final state and getting it uploaded to the itch.io

Meeting Ended :-12:00

Minute Taker:-kyle bodin