**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 13/02/19

Time of Meeting: 09:00 am

Attendees: Tyler, Marta, Eva, Jack

**Item 1: Post-mortem of previous week**

What went well: We collectively established the direction we want the game to head in, and successfully put together some concept art, design document, and a prototype, so that we are all on the same page.

**Item 2: Content of the meeting**

We started by looking at each other’s work from the previous week, and discussed what art style and narrative we wanted to pursue. After setting up the sprint, we spent the rest of the meeting working through the tasks we had been assigned, with me further improving on the prototype, and Marta and Eva working on the concept art.

**Item 3: Overall Aim of the current weeks sprint**

This week, we want to further solidify the art style and character we are going with, and to further develop the prototype to test gameplay.

Tasks for the current week:

Tyler: Add hazards and a lose state, add pickups, add abilities  
Eva: UI Mock-up, design static level hazards  
Marta: Character design, concept tile-sets, background art  
Jack: Mock-up level designs, narrative

Meeting Ended: 12:00 pm

Minute Taker: Tyler