**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 06/02/19

Time of Meeting: 09:00 am

Attendees: Tyler, Marta, Eva, Jack (Late)

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

What went well: Those of us who were present were able to brainstorm a lot of different ideas, giving us a lot to work with this week.

What went badly: Not everyone was present, so we missed out on some potential ideas and feedback

**Item 2: Content of the meeting**

We went through the ideas we had collated the previous meeting, and collectively settled on the idea we wanted to choose. We then discussed how exactly this idea could be executed, how it would be designed visually, and how we would distribute the tasks this week.

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

Tasks for the current week:

Tyler: Produce a prototype of the mechanics and a level to test them on  
Eva: Moodboard level style, design player abilities, sketch/design level hazards  
Marta: Character design, Design document, Moodboard theme  
Jack: Mock-up level designs, design a story to go with the game

Meeting Ended: 11:00 am

Minute Taker: Tyler