**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of Meeting:** 3rd of February, 2019

**Time of Meeting:** 3:00 p.m.

**Attendees:** Victor Sicoe, Brooklyn Hounsell, Samuel Filby, Hristina Sotirova

**Apologies from:**

**Item One: Postmortem of previous week**

What went well : N/A

What went badly : N/A

Feedback Received: On any aspect of the game, either from tutors, or playtesters etc.

Individual work completed:

Victor Sicoe – N/A  
Brooklyn Hounsell – N/A  
Samuel Filby – N/A  
Hristina Sotirova – N/A

**Item 2:** Overall Aim of the current weeks sprint (What will the product look like by the end of the sprint. **Be Specific. We will have a .....That does X and Y**)

**Tasks for the current week:**

You need to be absolutely clear as a team that individual participants understand the tasks they are being asked to complete and have estimated how long it will take them to finish. No more than 6 hours per person per week, 3 hours in lab based work and 3 remotely delivered.

**Victor Sicoe** – fill in the Sumo brief response, research programming techniques for different 2D game genres in Unity (top down shooters, platformers, tower defense, real time strategy)

**Brooklyn Hounsell** – fill in the Sumo brief response, research 2D games on websites such as Kongregate

**Samuel Filby** – fill in the Sumo brief response, research different styles of art and sprites

**Hristina Sotirova** – fill in the Sumo brief response, research about level design in different games

Item 3: N/A

**Meeting Ended:** 5:00 p.m.

**Minute Taker:** Victor Sicoe