**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of Meeting:** 6th of February, 2019

**Time of Meeting:** 9:00 a.m.

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

**Apologies from:**

**Item One: Postmortem of previous week**

**What went well:** We came up with a variety of ideas that could easily meet the brief requirements, eventually settling on one idea that we were all feeling confident with. We also discussed each other’s strengths and weaknesses and thought of tasks based on criteria surrounding what each of us could do best.

**What went badly:** I think the main issue that we encountered in the first week was a lack of communication, which led to us getting organized quite late (this included setting up JIRA, GitHub and a Discord server).

**Feedback Received:** N/A

Individual work completed:

Victor Sicoe – completed the team brief and researched AIs and programming techniques for the discussed game idea  
Brooklyn Hounsell – completed the team brief and researched 2D top-down shooter games on Kongregate as well as wrote a document for it  
Samuel Filby – completed the team brief  
Hristina Sotirova – completed the team brief

**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.

I will be listing the tasks that are to be done outside of the 3 hours labs work (those can be found on JIRA)

**Victor Sicoe** – create a spawner for enemies (30 minutes, as it is a fairly easy concept) and program the AI so that it keeps away from the player and shoots towards their last known location (2h and 30 minutes as this will prove to be more challenging to do)

**Brooklyn Hounsell** – create a basic main menu UI (30 minutes, as this is only going to be a basic concept), a basic options UI (30 minutes because, once more, it is a basic concept), research more into top down shooters (1h 30 minutes, as this is a task that requires fair amount of research and time) and create a health & powerup UI bars (15 minutes each, basic concepts).

**Samuel Filby** – create player sprites (2 hours, since this requires a large amount of time, especially with multiple sprites which could be animated in the future) and research art styles (1 hour, as this is going to be our final art for the game so it requires a bit of attention as well)

**Hristina Sotirova** – research the level design of similar games (2 hours, as this tasks require a large amount of time and attention since level design is going to be a prime part of our game) and design two basic levels (30 minutes for each, as these are only rough sketches that will be worked upon in the future).

Item 3: N/A

**Meeting Ended:** 12:00 p.m.

**Minute Taker:** Victor Sicoe