**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of Meeting:** 20th of February, 2019

**Time of Meeting:** 9:30 am

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

**Apologies from:** Victor Sicoe

**Item One: Postmortem of previous week**

What went well : -

What went badly : Due to lack of communication and clarification on some aspects of the game, some members of the team had trouble completing their tasks

Feedback Received: We need to work less as individuals, as it is inefficient, and more as a team.

Individual work completed:

Victor Sicoe – Created AI that shoots and runs away from the player  
Brooklyn Hounsell –Worked on narrative   
Samuel Filby – Worked on a top-down version of the player character based on concept art  
Hristina Sotirova – Produced 2 level concepts

**Item 2:** Brooklyn and Sam will finish their incomplete tasks from last week.

**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** –

**Brooklyn Hounsell** – 3 hours of work on narrative (lab work); finish incomplete tasks from last week; more to be assigned (remote work)

**Samuel Filby** – 3 hours of work on character concept art and top-down sprite (lab work); finish incomplete tasks from last week; more to be assigned (remote work)

**Hristina Sotirova** – 3 hours of research into enemy and projectile types; come up with enemy concepts that would fit with the theme of the game (lab work); mock up enemy designs (3 hours of remote work)

Item 3: N/A

**Meeting Ended:** 10:00 am

**Minute Taker:** Hristina Sotirova