**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of Meeting:** 25th of February, 2019

**Time of Meeting:** 12:00 a.m.

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

**Apologies from:** Brooklyn Hounsel

**Item One: Postmortem of previous week**

What went well : All the tasks have been set for this week and we also discussed how we should approach the presentation on the 6th of March

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

**Item 2:**

**Tasks for the current week:**

The aim of this week’s sprint is to finish the minimum viable product, which will include art for the player and the required mechanics for the game (deflecting bullets from incoming enemies with a shield). On top of that, we will be having mockup ready for the enemies as well as some prototype animations for the player and a narrative for the game.

**Victor Sicoe** – Make the player rotate towards the mouse (1 hour) and implement a bullet-deflecting shield that also rotates with the player, covering his front side (2 hours)

**Brooklyn Hounsell** – Flesh out the story (2h 30m) and upload your UI moodboards (30 minutes)

**Samuel Filby** – Finish the top-down sprite (1 hour) and create prototype player animations (2 hours)

**Hristina Sotirova** – Mockup 3 types of enemies (heal/buff, traps, basic enemies – 1 hour each)

**Item 3:** N/A

**Meeting Ended:** 1:00 p.m.

**Minute Taker:** Victor Sicoe