**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of Meeting:** 27th of February, 2019

**Time of Meeting:** 09:00 am

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

**Apologies from:**

**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 –  
Hristina Sotirova –

**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:** 12:00 p.m.

**Minute Taker:** Victor Sicoe