**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:** Despite the fact that we didn’t all meet on Wednesday, we managed to come together and come up with suitable tasks that we should finish for that week (most of which we managed to, given that we were constrained by time).

**What went badly:** A lack of communication and the fact that we did not meet sooner meant that we were pressured by time to complete the tasks that we came up with on Monday.

**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 – Reworked the narrative and uploaded the UI concept art   
Samuel Filby – Finished the art for the main player as well as the top-down view of it  
Hristina Sotirova – Created 3 mockups of the enemy AI that will be implemented into the game

**Item 2:** The aim of this sprint is creating a functioning demo version of our game that is suitable to be shown in the presentation on Wednesday the 6th of March. The demo will contain two types of AI, one static and one dynamic, art assets and animations for the player.

**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** – bug testing (2 hours), create a camera that follows the player smoothly (30 minutes), include static turret enemies (1:30 hours), fix the pathfinding of the basic AI (2 hours)

**Brooklyn Hounsell** – create a main menu and pause menu (start game, how to play, options, exit game) (1 hour), create in-game player UI (health bar and powerup) (1 hour), research sounds for getting hit, putting shield up and ricocheting shots (1 hour), research level assets (3 hours)

**Samuel Filby** – player sprite animations (4 hours), animations for healer enemy (2 hour)

**Hristina Sotirova** – research suitable assets for the theme of our game (3 hours), create two levels for the demo (3 hours)

Item 3: N/A

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

**Minute Taker:** Victor Sicoe