**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

**Date of Meeting:** 13th of March, 2019

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

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

**Apologies from:**

**Item One: Postmortem of previous week**

**What went well:** We successfully explained the brief and our solution to it while also showcasing a demo video showing the main mechanics of our game. From a designing perspective, the mechanic that we chose to replace the main one with was well received by fellow students and lecturers. From a programming perspective, the diversity of enemies and general feel of the game were satisfactory.

**What went badly:** We did not think of including any sort of art or design in our presentation, despite the fact that we had several moodboards, character designs and art styles to choose from.

**Feedback Received:** One of our peers made us realise that there is no way to kill the medic enemy if he’s the last one left in the level, thus we have to think of a way to resolve this (e.g. give the medic a gun to shoot the player if there’s no allies nearby to heal). We presented the core mechanic of the game in a precise way but otherwise we were lacking in details (e.g. art assets, moodboards, enemy/player sprites etc.)

**Individual work completed:**

Victor Sicoe – Fixed the rotation bug of the basic enemy  
Brooklyn Hounsell – Researched a handful of decent sound effects and created the menu UI  
Samuel Filby – Created the player sprite and animations  
Hristina Sotirova – Created two level layouts

**Item 2:**

**Tasks for the current week:** The aim for the current week is to implement a NavMesh into our game that will allow the AI to move around obstacles and walls, making the programming of their individual movement behaviours a lot easier. Conceptualize a new enemy type (bigger enemy that spawns smaller ones upon death), finish the animations for the player character and complete the UI menus and in-game HUD.

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** – Implement the A\* pathfinding into the game (3 hours), implement object pooling for enemy projectiles (3 hours)

**Brooklyn Hounsell** – Research suitable sounds for shooting lasers, deflecting projectiles with a shield, getting hit and killing enemies (2 hours), research suitable background music (1 hour), complete the UI and HUD (3 hours)

**Samuel Filby** – Finish the player character animations (2 hours), create the turret enemy sprite (4 hours)

**Hristina Sotirova** – Conceptualize the enemy type that spawns smaller enemies upon death (2 hours),

**Item 3:** N/A

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

**Minute Taker:** Victor Sicoe