**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

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

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

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

**Apologies from:** Samuel Filby

**Item One: Postmortem of previous week**

**What went well:** We managed to complete most of our tasks which made the game itself take shape, now having actual art and assets in it which bring it closer to the desired theme and emotions that we are aiming for.

**What went badly:** Samuel Filby did not complete his tasks for the week (or the previous weeks) thus we were forced to use player and enemy assets that we found online.

**Feedback Received:** We weren’t logging our work accordingly to how much actual work we’ve been doing on JIRA and thus we had a 3rd year student show us how we’re supposed to log the work in order to not miss out on the logged hours each week. We estimate that, since the start of the project, this is how much work we’ve logged individually: 35 hours for Hristina, 35 hours for Victor, 20 hours for Brooklyn and 5 hours for Samuel.

**Individual work completed:**

Victor Sicoe – Implemented the object pooling for enemy projectiles, fixed a bug that made the enemies shoot (and kill) each other   
Brooklyn Hounsell – researched suitable sounds and background music  
Samuel Filby – no individual work has been completed  
Hristina Sotirova – conceptualized the enemy that spawns smaller enemies upon death and created two levels with colliders

**Item 2:**

**Tasks for the current week:** The goal of this sprint is to finish creating all the levels as well as implement the UI and HUD (thus taking us closer to the desired theme and emotions that we are aiming for) and add in pathfinding so that the enemies feel more alive and threatening.

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 (3h 30m), give the player shield a recharging time (1h 30m) and create a camera that follows the player around (30m)

**Brooklyn Hounsell** – complete the main and pause menu UIs (3h), complete the in-game HUD for health and shield recharge bar (2h) and find a sprite for the enemy turret (1h)

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

**Hristina Sotirova** – create a small sized level (1h), create a two medium sized levels (1h 30m each) and create a large sized level (2h)

**Item 3:** N/A

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

**Minute Taker:** Victor Sicoe