**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

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

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

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

**Apologies from:**

**Item One: Postmortem of previous week**

**What went well:** Most of us managed to complete their tasks, which awarded us with several different level layouts, smooth player controls, better mechanics and art that will be poured into creating the UI and HUD for next week.

**What went badly:** Samuel Filby did not complete his tasks for the week (or the previous weeks).

**Feedback Received:**

**Individual work completed:**

Victor Sicoe – implemented a camera that follows the player around smoothly, a rechargeable shield and attempted to implement A\* pathfinding   
Brooklyn Hounsell – Created the buttons for the UI, health and energy bars  
Samuel Filby – created an enemy turret sprite  
Hristina Sotirova – created 4 new levels

**Item 2:**

**Tasks for the current week:** The aim of this sprint is to replace all the placeholder sprites so the player can more easily differentiate between enemies, create a functional UI and HUD and implement A\* pathfinding.

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 (4h), implement functional UI (1h) and implement a functional HUD, health and energy bars (1h)

**Brooklyn Hounsell** – create the in-game main menu (2h 30m), create the in-game pause menu (2h 30m), place the health and shield bars in a sensible place in-game (1h)

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

**Hristina Sotirova** – replace the placeholder sprites (1h), research sprite for an energy shield (30m), create projectile animations (4h 30m)

**Item 3:** N/A

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

**Minute Taker:** Victor Sicoe