**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 6/02/2019

Time of Meeting : 9:00 am

Attendees:- Petrut Vasile, Sorin Cristea, Louis Vagner

Apologies from:-

**Item One:- Postmortem of previous week**

What went well :

* Everybody besides Ryan Flatt has completed their tasks.
* As a team we have a better understanding of the development process
* We agreed on a game

What went badly :

* Ryan Flatt didn’t show up at any of our meetings and didn’t reply to any of our emails.
* Initially we didn’t take into consideration the player experience and we tried to come up with mechanics but we didn’t have a goal

Feedback Recieved :

* The game doesn’t fit a specific demographic
* Taking over the body of the enemies is interesting
* I would play the game

Individual work completed:-

Petrut Vasile – Completed the brief response page  
Louis Vagner - Completed the brief response page  
Sorin Cristea - Completed the brief response page  
Ryan Flatt -

Item 2:- Overall Aim of the current weeks sprint (What will the product look like by the end of the sprint. **Be Specific. We will have a .....That does X and Y**

**By the end of the sprint we will have a character that will move on a grid based system, wherever the player clicks and the character can move.**

**We will have a tileset that we will use to create a prototype dungeon.**

Tasks for the current week:-

Petrut Vasile -

* Research on the demographic we decided (casual mature players) and produce a written document based on the research
* Management tasks

Louis Vagner –

* Research on the demographic we decided (casual mature players) and produce a written document based on the research
* Produce a script that will make the character move on click

Sorin Cristea –

* Research on the demographic we decided (casual mature players) and produce a written document based on the research
* Produce a tileset ready to be used in the prototype
* Produce 4 pictures containing concept art for the game based on the demographic research

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.

Person 1 tasks  
Person 2 tasks  
Person 3 tasks  
Person 4 tasks

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended :-2:00 pm

Minute Taker:- 5h