**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 13/02/2019

Time of Meeting : 9:00

Attendees:-Petrut Vasile, Sorin Cristea, Louis Vagner

Apologies from:-

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

What went well : Our team has a tileset ready to use for creating levels and we have two documents representing the demographic research

What went badly : Louis Vagner didn’t complete his tasks for the last sprint. He will however receive the help he needs to complete the tasks.

Feedback Recieved : -

Individual work completed:-

Petrut Vasile - Created a written document that reflects the demographic research

Sorin Cristea - Created a written document that reflects the demographic research

-Created a tileset ready to be used for creating levels

Louis Vagner – He attempted to create a script that controls the character movement in a grid based system. He will receive more help on this task this sprint.

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 current week we will have randomly generated rooms, an inventory system that will allow the player to equip items from the inventory, one enemy for each of the six elements (water, fire, earth, wind, light, dark) that we can spawn in the levels.**

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.

Petrut Vasile-

* Create a stat system (stats will influence the amounts of damage / defense / health the player has)
* Produce a script that randomly generates a room using the tileset provided
* Management tasks

Louis Vagner-

* Last sprint’s tasks
* Produce a script that allows the player to have objects in the inventory
* Produce a written document based on the average Android device resolution research

Sorin Cristea –

* Produce 1 (one) sprite for the fire enemy template
* Produce 1 (one) sprite for the water enemy template
* Produce 1 (one) sprite for the earth enemy template
* Produce 1 (one) sprite for the wind enemy template
* Produce 1 (one) sprite for the light enemy template
* Produce 1 (one) sprite for the dark enemy template

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended :- 12:45

Minute Taker:-3h 45min