**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting :20/02/2019

Time of Meeting :09:00

Attendees:-Petrut Vasile, Sorin Cristea

Apologies from:-Louis Vagner arrived late

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

What went well : We have a visual representation for every enemy and we have a script that generates the map.

What went badly : The inventory system isn’t fully functional as it should’ve. The task has been moved for the next sprint.

Feedback Recieved : -

Individual work completed:-

Petrut Vasile

* Produced a script that generates the rooms available to explore
* Create the stat system

Sorin Cristea

* Created a sprite for the fire enemy
* Created a sprite for the water enemy
* Created a sprite for the wind enemy
* Created a sprite for the earth enemy
* Created a sprite for the light enemy
* Created a sprite for the dark enemy

Louis Vagner

* Produced a script that allows the player to open and close the inventory
* Produced a written document based on the average Android device resolution research

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 week we will have a fully navigable map and enemies that will randomly spawn and move in rooms. The player will be able to attack the enemies.**

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

* Produce a script that randomly spawn enemies in their specific zone
* Produce an AI script that makes the enemy move randomly inside the room
* Update the dungeon generation script to infinitely generate rooms
* Create an enemy class
* Produce a script that lets the player navigate through the rooms

Sorin Cristea

* Create a moodboard for the fire enemy's ability
* Create a moodboard for the water enemy's ability
* Create a moodboard for the wind enemy's ability
* Create a moodboard for the earth enemy's ability
* Create a moodboard for the light enemy's ability
* Create a moodboard for the dark enemy's ability
* Create a chest sprite
* Create a sprite for the vitality boosting item
* Create a sprite for the strength boosting item
* Create a sprite for the attack speed boosting item
* Create a sprite for the cooldown reduction boosting item
* Create a sprite for the defense boosting item
* Create a sprite for the door

Louis Vagner

* Produce a script that lets the player click and attack the enemies
* Update the inventory script so the player is able to equip and unequip items

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended :-12:00

Minute Taker:-3 hours