**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 27/02/2019

Time of Meeting :09:00

Attendees:-Petrut Vasile, Sorin Cristea, Louis Vagner

Apologies from:-

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

What went well : We have a fully navigable map with enemies spawning in each room and randomly moving inside the room. We discussed about what abilities each enemy will have and we will decide during this sprint.

What went badly : Louis Vagner failed to complete his tasks

Feedback Recieved : On any aspect of the game, either from tutors, or playtesters etc.

Individual work completed:-

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

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**

**We will have abilities for every enemy. The player and the enemies will be able to attack each other. We will have a loot chest in every room that will become accessible after killing all the enemies in the room.**

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 defines the ability class
* Produce a script that makes enemies attack when the player is in a certain range of them
* Produce a script that will allow the player to use the abilities
* Produce a script that allows the player to take the ability of the enemy that killed him

Louis Vagner

* Produce a script that drops a loot chest on each room after all the enemies have been defeated
* Produce a script that gives the player a random rune after opening the loot chest

Sorin Cristea

* Produce one animation for the dark element ability
* Produce one animation for the light element ability
* Produce one animation for the fire element ability
* Produce one animation for the water element ability
* Produce one animation for the wind element ability
* Produce one animation for the earth element ability

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended :-12:15

Minute Taker:-3h 15m