**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 13/03/2019

Time of Meeting :09:00

Attendees:-Petrut Vasile, Sorin Cristea, Louis Vagner

Apologies from:-

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

What went well : We implemented all the mechanics we need to complete the game

What went badly : -

Feedback Recieved : -

Individual work completed:-

Petrut Vasile

* Implement all abilities animations in Unity
* Change the player controller script so the player automatically moves towards the closest enemy

Louis Vagner

* Create a visual representation of the current health that can be used for any character
* Implement a button that will start / stop the player's attack

Sorin Cristea

* Produce a written document that reflects players reviews in idle games
* Produce written design document
* Produce a written document containing 10 paragraphs each presenting a self contained story

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 written narrative document and working animations for all the abilities.**

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.

Louis Vagner:

* Create a UI panel that displays the narrative journal (Refer to the design document)
* Create a UI panel that displays information about the abilities (Refer to the design document)

Petrut Vasile

* Produce a script that gives the player currency when opening a chest
* Implement the shop system

Sorin Cristea

* Search unity asset store for particle effects that will be used in the abilities animations
* Update the narrative document to accommodate a more compact story telling experience
* Produce a sprite for the player character
* Produce a sprite for the shop NPC
* Produce a written document the describes the tutorial level

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended :-13:00

Minute Taker:-4h