**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting :20/03/2019

Time of Meeting :20:00

Attendees:-Petrut Vasile, Sorin Cristea, Louis Vagner

Apologies from:-

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

What went well : Louis and Sorint started working on UI together while Petrut continued the work on mechanics.

What went badly : -

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

Individual work completed:-

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

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 functional ability catalogue where the player can see the progress he made upgrading his abilities. The dungeon generation script will split the dungeon into biomes and will spawn shop rooms where the player can buy more status points.**

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

* Produce a script that lets the player control the ability catalogue
* Create the main menu panel in unity

Petrut Vasile

* Update the dungeon generation script to create better biomes
* Update the dungeon generation script to spawn shop rooms before changing the biome

Sorin Cristea

* Produce animation files for unity from the abilities sprite sheets
* Create a sprite for one narrative item containing the first paragraph
* Create a sprite for one narrative item containing the second paragraph
* Create a sprite for one narrative item containing the third paragraph
* Create a sprite for one narrative item containing the fourth paragraph
* Create a sprite for one narrative item containing the fifth paragraph
* Create a sprite for one narrative item containing the sixth paragraph
* Create a sprite for one narrative item containing the seventh paragraph

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended :-22:00

Minute Taker:-2h