**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting :27/03/2019

Time of Meeting : 09:00

Attendees:-Petrut Vasile, Sorin Cristea, Louis Vagner

Apologies from:-

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

What went well : We’ve got a good amount of work done last week, we will be focusing on balancing the progress.

What went badly : -

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

Individual work completed:-

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

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 all the ability animations implemented into the game.**

Tasks for the current week:-

Petrut Vasile

* Implement the new ability animations (See "List of imported assets.docx" on github)
* Produce a script that will control the button which starts / stops the player's attack
* Produce a script that updates the ability catalogue when the players kills a new enemy (See design document)

Louis Vagner

* Update the main menu and the journal UI elements
* Create a panel that displays more information in the ability catalogue when the player clicks an item

Sorin Cristea

* Create UI elements for the ability catalogue
* Create UI elements for the main menu
* Create UI elements for the journal
* Create UI elements for the shop
* Create UI elements for the main level
* Edit the OST to create the background music

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.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended :-13:00

Minute Taker:-4h