**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 01/05/19

Time of Meeting: 9:15

Attendees:- Willoughby Axtell Ethan Probert  
 Lewis Arnold

Apologies from: - N/A

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

What went well: Some experiments with the game were conducted but nothing came from it.

What went badly: Almost none of the work set over Easter was attempted, there was no contact over the Easter break

Individual work completed: -

***Bailey*** *–****Ethan*** *–* Some playtesting conducted***Willoughby*** *–* Some playtesting conducted***Lewis*** *–*

**Item 2:- Overall Aim of the current weeks sprint**

Tasks for the current week:-

***Bailey’s tasks*** *–* Playtest the functionally complete build of the game (3h), find sound and music that can be used in the game, find sound and music that can be used in the game (3h) .***Willoughby’s******tasks*** *–* Playtest the functionally complete build of the game (2h), find sound and music that can be used in the game (2h) , Create win and lose screen (2h)***Ethan’s tasks*** *–* Playtest the functionally complete build of the game (2h) , animated the introduction cut-ins (1h), find sound and music that can be used in the game (2h), implement final alterations to the levels using the fixed versions of the tile sets (1h)***Lewis’ tasks*** *–* Death, victory and intro screen creations (1h) , add help button to menu (30m ), implement sound into the game (30m ), incorporate the arrow which displays where the player should move next. (4h)

(These tasks to be uploaded and tracked on JIRA)

**Item 3:- Any Other Business.**

Some tile sets were updated to solves problems with the levels, this included removing floors and background from tiles so they can be placed on top of others to hide gaps between tiles we did not plan for.

Meeting Ended:- 11:15

Minute Taker:- Willoughby Axtell