**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 08/05/19

Time of Meeting: 9:10

Attendees:- Willoughby Axtell Ethan Probert  
 Lewis Arnold

Apologies from: - N/A

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

What went well: People enjoyed playtesting our game showing that our game was fun.

What went badly: Most tasks were completed with little time before the deadline, unity tasks were disorganised due to ethan using a different folder structure that lewis was previously using.

Individual work completed: -

***Bailey*** *–****Ethan*** *– Finished editing the stages with the fixed tile sets, Imported and animated the intro cut-scenes, Playtested the game****Willoughby*** *– Found a variety of sfx that could be used in the game, playtested the game and gathered feedback, created the visuals for the win and lose screen as well as buttons that can be used on them****Lewis*** *– Created the code for the death/victory and intro screens, Added the tutorial button to the menu and created a scene where an explanation of game rules will be placed, coded the progression arrow so it would display where the player should go next however it only works once per stage.*

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

Tasks for the current week:- N/A – Final Week

***Bailey’s tasks*** *–****Willoughby’s******tasks*** *–****Ethan’s tasks*** *–****Lewis’ tasks*** *–*

(These tasks to be uploaded and tracked on JIRA)

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

Discussed which sounds should be used in our game.

Imported sfx into the game.

Uploaded the game to itch.io.

Meeting Ended:- 10:00

Minute Taker:- Willoughby Axtell