**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 13/02/19

Time of Meeting : 9:00

Attendees:- Bailey Keeble  
 Willoughby Axtell  
 Lewis Arnold  
 Ethan Probert

Apologies from:- N/A

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

What went well : Programming tasks were completed quickly and reliably.

What went badly : Wasn’t much communication between team members. One task wasn’t completed.

Feedback Recieved : N/A

Individual work completed:-

***Bailey*** *- Completed task to upload sound effects for future use.****Ethan*** *– Completed moodboard, completed concept art for enemies.****Willoughby*** *– Completed moodboard, completed progression system, combat mechanics and enemy concept document.****Lewis*** *– Prototyping code for player movement, Prototyping code for enemy movement*

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

Tasks for the current week:-

***Bailey’s tasks*** *– Theme moodbard 3hrs, Artstyle research 3hrs****Willoughby’s******tasks*** *– Theme moodboard 3hrs, Stage mock ups 3hrs****Ethan’s tasks*** *– Target Audience Research 3hrs, UX/UI Design and Written Concepts 3hrs****Lewis’ tasks*** *– Bullet Collision and Shooting prototypes 1hr 30m, Player death and Enemy death 1hr 30m, Enemy movement system 3hrs*

(These tasks to be uploaded and tracked on JIRA)

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

We discussed the target audience, theme, setting and the scope for our project. We also discussed the MVP and what we need to get a working game in players’ hands. We also talked about Mechanics, Dynamics and Aesthetics, and how they would be implemented into our final product.

Meeting Ended :- 11:00

Minute Taker:- Bailey Keeble