**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 20/02/19

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: A significant improvement in communication between team members. Willoughby’s tasks were completed relatively quickly.

What went badly: Ethan’s Target Audience task wasn’t completed to a satisfactory level set by the managers. He wrote a document on the history of games and only two lines about the target audience with no evidence to back it up.

Feedback Recieved: N/A

Individual work completed:-

***Bailey*** *– Completed Art Style Research Document, Completed Theme Moodboards.****Ethan*** *– Completed Target Audience Research, Completed UI/UX Research****Willoughby*** *– Completed Theme Moodboards, Completed Stage Concepts****Lewis*** *– Completed Bullet Collision and Shooting Prototype, Completed Player Death and Enemy Death, Completed Enemy Movement System*

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

Tasks for the current week:-

***Bailey’s tasks*** *– Create Concept art for Enemies 4hrs, Create Concept art for UI 2hrs****Willoughby’s******tasks*** *– Create Concept art for Character 3hrs, Create Concept are for basic obstacles 3hrs****Ethan’s tasks*** *– Research Target Audience 3hrs, Create Concept art for Menu and concepts for backgrounds 3hrs****Lewis’ tasks*** *– Improve AI to shoot each other 5h 30m, Create basic walls 30m*

(These tasks to be uploaded and tracked on JIRA)

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

We discussed the options we have for our art style and decided to go for a pixel art style. We also decided that our theme would be a mix of both a dirty dystopian-like world, filled with dark shades of browns, oranges and greens, as well as a clean and sleek looking style in certain more upper class areas that a map would be themed around.

Meeting Ended :- 11:00

Minute Taker:- Bailey Keeble