**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 27/02/19

Time of Meeting : 9:20

Attendees:- Bailey Keeble  
 Willoughby Axtell  
 Lewis Arnold  
 Ethan Probert

Apologies from:- N/A

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

What went well: Character and enemy concepts turned out really well, code was completed quickly.

What went badly: Outdated target audience research was uploaded, and confusion with the menu UI task

Feedback Received: N/A

Individual work completed:-

***Bailey*** *–* Created concept art for enemies, Created concept art UI***Ethan*** *–* Created a short document on target audience and some concept art for the main menu***Willoughby*** *–* created concept art for the main character as well as a few of the obstacles and objects in the world***Lewis*** *–* Implemented the walls into the game and improved the AI algorithm current used

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

Tasks for the current week:-

***Bailey’s tasks*** *–* Presentation prototyping 4h, Research for target audience 2h, ***Willoughby’s******tasks*** *–* Create tile sets for first 2 stages 4h, Create player character sprite 2h***Ethan’s tasks*** *–* Playtest and gather player feedback 3h, Death/Victory Screen 2h, Compile Tutorial Information 1h***Lewis’ tasks*** *–* Record Gameplay 1h, Implement Deflection mechanic 3:30h, Prototype Enemy Spawning mechanics 1:30h

(These tasks to be uploaded and tracked on JIRA)

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

Improvement to dodging mechanic concept were discussed and a deflection mechanic was discussed

Presentation was discussed and we’ve considered an extra meeting at some point in the next week if more time is needed for the presentation

Meeting Ended:- 11:00

Minute Taker:- Willoughby Axtell