**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 06/03/19

Time of Meeting : 8:50

Attendees:- Willoughby Axtell  
 Lewis Arnold  
 Ethan Probert

Apologies from:- Bailey Keeble

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

What went well: All critical work was done in a timely manner, and we got our first batch of player feedback

What went badly: Some work was only partially completed, we didn’t put enough time into discussing the presentation

Feedback Received: Core gameplay loop is fun, controls are intuitive but need explanation, hard to track bullets, reflecting was overused

Presentation Feedback: Shield feels like too much of a crutch and risk of players overusing it,

Individual work completed:-

***Bailey*** *–* Created the outline of the presentation***Ethan*** *–* Created the death screen and got some play tester data and feedback***Willoughby*** *–* Created both tile sets we initially needed and created an animated player character***Lewis*** *– Prototyped the enemy spawning and the deflecting mechanic as well as recorded gameplay for the presentation*

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

Tasks for the current week:-

***Bailey’s tasks*** *– Create the ingame UI (HUD) 4h create main menu graphics 2h****Willoughby’s******tasks*** *– Create 2 more tilesets 4h, create animations for the enemies 2h****Ethan’s tasks*** *–* Create the victory screen 1h Practice unity’s tileset tools 2h Create 2 levels for the game 3h***Lewis’ tasks*** *–* Create the doors between rooms 2h 30m, Improve the enemy spawning mechanics 2.30h, track the number of enemies that are alive 1h

(These tasks to be uploaded and tracked on JIRA)

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

Presentation was practiced and alterations were made to it

Presentation was performed

Meeting Ended:- 12:30

Minute Taker:- Willoughby Axtell