**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 13/03/19

Time of Meeting : 9:10

Attendees:- Bailey Keeble  
 Willoughby Axtell  
 Lewis Arnold  
 Ethan Probert

Apologies from:- N/A

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

What went well: Communication between all group members was much more thorough and consistent compared to the week before. The overall quality of work has also improved from previous weeks, with more effort being put into the code/art.

What went badly: Tasks from all members were uploaded a day before the Wednesday meeting. Leaving us barely any time to get feedback on the art assets and code from other group members. Ethan was also unable to complete his 1hour task of creating the Victory screen art asset.

Individual work completed:-

***Bailey*** *– Create Main Menu Graphics, Create in-game HUD****Ethan*** *– Create 2 levels using the tilesets available, Practice Unity’s tilesetting tools****Willoughby*** *– Create two Tilesets, Animate the Enemy Asset****Lewis*** *– Track the number of enemies that are left alive, Create doors, Improve Enemy Spawning Mechanics*

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

Tasks for the current week:-

***Bailey’s tasks*** *– Create obstacle sprites for level 1 & 2 4h, Create main menu background 2h****Willoughby’s******tasks*** *– Create level 5 tileset 2h, Create enemy animations 2h, Create log for main menu 2h****Ethan’s tasks*** *– Create level 3 & 4 in Unity 4h, Create Door art assets for each level 2h****Lewis’ tasks*** *– Create Code to open door 1h 30m, Create Main Menu 4h, Prototype movement between levels code 30m*

(These tasks to be uploaded and tracked on JIRA)

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

We discussed the shield mechanic based on the feedback given to us last week by Rob. We decided it would be best to get rid of the shield as suggested. We agreed that it took attention away from our core mechanic of evading the enemy’s bullets. We also iterated one of the level designs.

Meeting Ended:- 11:20

Minute Taker:- Bailey Keeble