**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 20/03/19

Time of Meeting : 9:45

Attendees:- Bailey Keeble  
 Willoughby Axtell  
 Ethan Probert

Apologies from:- Lewis Arnold

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

What went well: All Willoughby’s task was done promptly and to a high standard. All of Bailey’s task were completed to a high standard. Communication was good overall.

What went badly: Levels 3 and 4 were lost by Ethan. Lewis was unable to polish the menus and thus left it incomplete. Assets created by Ethan are low quality compared to the time taken to make them.

Individual work completed:-

***Bailey*** *– Created most of the assets for stages 1 and 2, background used for main menu completed****Ethan*** *– Basic doors created for currently existing stages.****Willoughby*** *– Created the full tile set for the apartment/hotel level, Basic animations created for enemy death and pre-fire, 2 versions of 1 logo created to be used on the main menu*

***Lewis*** *– Created code to open and close doors when enemies are defeated, prototyped the level progression system*

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

Tasks for the current week:-

***Bailey’s tasks*** *– 4h create obstacles for stages 4 and 5, 2h reiterate the stage obstacles for stages 1 + 2****Willoughby’s******tasks*** *– 2h playtest game with a focus on the enemy AI. 3h create assets for stage 3. 1h prototype stage title cards****Ethan’s tasks*** *– 3h Recreate levels 2 and 3. 1h finish and improve victory and death screen. 2h create stage 5****Lewis’ tasks*** *– 3h finish main menu. 3h playtesting an AI improvements based on playtesting*

(These tasks to be uploaded and tracked on JIRA)

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

**N/A**

Meeting Ended:- 11:30

Minute Taker:- Willoughby Axtell