**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 27/03/19

Time of Meeting : 9:20

Attendees:- Bailey Keeble  
 Willoughby Axtell  
 Ethan Probert   
 Lewis Arnold

Apologies from:- N/A

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

What went well:

What went badly: Bailey’s tasks weren’t fully completed, all tasks other than Willoughby’s

Individual work completed:-

***Bailey*** *– Create Assets for Stages 4 & 5, Reiterate obstacle assets for Stages 1 & 2****Ethan*** *– Death/Victory Screen, Create Stage 5, Create Stage 3 & 4 using the tilesets available.****Willoughby*** *– Playtest the game focusing on AI, Prototype stage cards, Create Stage 3 Assets****Lewis*** *– Create Main Menu, Playtest the AI and improve the AI based on playtesting*

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

Tasks for the current week:-

***Bailey’s tasks*** *– Create Highlighted versions of Main Menu buttons 1h, Create final versions of Game Over/Stage Complete buttons 2h, Create Obstacles for existing Stages 2h****Willoughby’s******tasks*** *– Create Stage timelines 1h, Create Animated Arrow 30m, Create Obstacles for existing Stages 2h 30m, Create Stage Cut-ins 2h****Ethan’s tasks*** *– Importing Assets into all Stages 2h, playtesting for Stage scale 2h, Adjust Stage scale based on playtest feedback 2h****Lewis’ tasks*** *– Set up Animations for Characters 2h, Enemy Spawning 4h*

(These tasks to be uploaded and tracked on JIRA)

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

Discussed existing bugs in the game and how they could be fixed

Meeting Ended:-10:42

Minute Taker:- Bailey Keeble