**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 03/04/19

Time of Meeting: 9:15

Attendees:- Willoughby Axtell  
 Ethan Probert   
 Lewis Arnold

Apologies from: - Bailey Keeble

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

What went well: Most tasks were completed far quicker than in the previous weeks. Programming problems were solved very quickly and efficiently. Ethan’s playtesting showed that the maps scale was already is a relatively good state and required very little changes

What went badly: One of Bailey’s tasks was incomplete, there was some confusions with some tasks due to how Bailey has phrased them resulting in Ethan not correctly completing one task and descriptions being missing from most of the tasks

Individual work completed: -

***Bailey*** *–* New button designs created for the main menu, game over and stage complete buttons created.***Ethan*** *–* Reworked some of the existing stages to fix bugs and make the faster to navigate.***Willoughby*** *–* Created 4 new stage cut-ins to be played at the start of stages, wrote a timeline that explains what is going to happen on each stage, created new obstacles that can be used on various stages and created an animated arrow that shows the stage exit.***Lewis*** *–* Animations were imported for the enemies and player character, enemy spawning system improved by causing enemies to only spawn when the player enters the room.

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

Tasks for the current week:-

Note: Due to the Easter holidays a formal sprint has not been set, however tasks that we would like to get completed before the next meeting have been set

***Bailey’s tasks*** *–* Playtest when possible, Find sfx and music that can be used***Willoughby’s******tasks*** *–* Playtest when possible, Create missing assets (mostly tiles)***Ethan’s tasks*** *–* Playtest when possible, Create a list of all essential missing assets that Willoughby will create.***Lewis’ tasks*** *–* Playtest when possible,Implement arrow that marks what location to move to next, implement final UI elements (Death/Victory/Intro screens, preliminary setup for sound)

(These tasks to be uploaded and tracked on JIRA)

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

Video walkthrough created, game balance adjusted from short playtest session, all present members of the group collaborated to finalize 4 of the 5 levels.

Meeting Ended:- 14:00

Minute Taker:- Willoughby Axtell