**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 06/02/19

Time of Meeting: 09:10

Attendees: - Willoughby, Lewis, Ethan

Apologies from: - Bailey

**Item One: - Post-mortem of previous week**

What went well: Everything necessary was submitted

What went badly: Most game ideas were submitted relatively close to the deadline giving the managers little time to look over them

Feedback Received: On any aspect of the game, either from tutors, or play testers etc: N/A

Individual work completed: -

Willoughby: Game concept submitted  
Bailey: Game concept submitted  
Lewis: Game concept submitted  
Ethan: Game concept submitted

**Item 2:** - Overall Aim of the current week’s sprint: Games art style will be agreed upon and finalized, basic game mechanics will be set up.

Tasks for the current week: -

Willoughby: Create mood board + Concept art, create difficulty/level design concepts  
Bailey: Get sound effects for game, create concept art for characters and world  
Lewis: Create Player Movement, Create Enemy movement and/or aiming  
Ethan: Create mood board + Concept art, create character and world concept art

(These tasks to be uploaded and tracked on JIRA)

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

We discussed the game concepts we created over the last week, in the end Willoughby’s game concept was determined to be the most popular

Meeting Ended: - 10:00

Minute Taker: - Willoughby