**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 one submitted

What went badly: be specific: 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 (What will the product look like by the end of the sprint. **Be Specific. We will have a .... That does X and Y:** Games art style will be agreed upon and finalized, basic game mechanics will be set up

Tasks for the current week: -

You need to be absolutely clear as a team that individual participants understand the tasks they are being asked to complete and have estimated how long it will take them to finish. No more than 6 hours per person per week, 3 hours in lab based work and 3 remotely delivered.

Willoughby: Create mood board + Concept art, create difficulty/level design concepts  
Bailey:  
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