**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 13/02/19

Time of Meeting : 9AM

**Attendees:**

Alexander Moore - **LATE**

Stefan Simulete

Daniel Bailey

Katie Millar

Apologies from:- N/A

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

**What went well :** Distribution of tasks worked well. We were able to identify what emotions we wanted come across in our game and started to work on how to add these. The group worked well together, and most tasks were completed and logged on time.

Concerns about punctuality and communication were addressed and understood by the group.

**What went badly :**

* Lack of communication and lack of completed tasks by Alexander. One task is on the backlog for this week’s sprint.

**Feedback Recieved : On any aspect of the game, either from tutors, or playtesters etc**: N/A

**Individual work completed:-**

Alexander Moore –All tasks bar one on Jira sprint – Play games in our chosen genre and make notes on why you like/don’t like certain aspects.

Stefan Simulete - All tasks on Jira sprint.

Daniel Bailey - All tasks on Jira sprint.

Katie Millar - All tasks on Jira sprint.

**Item 2:- Overall Aim of the current weeks sprint (What will the product look like by the end of the sprint.**

To make concepts for characters, assets, and HUD components. To make rudimentary/placeholder assets to put in the unreal project. To greybox level design. To fix persistent bugs.

**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.

Alexander Moore –

* To take into account previous research on HUD components, and design relevant HUD assets, such as:
* Different trap cards and Equipped item slots

Stefan Simulete

- To take into account previous research on Assets components, and design relevant HUD assets, such as:

- Tileset - for walls, prison bars, floors, wall lighting, chains, doors (interactable so players can go through)

- research how we can make the player feel our desired emotions, such as:

– Tension, From trying to escape prison – Curiosity from discovering something they have not used before – Fear of being caught – Fiero at the end, and from trapping enemies successfully.

Daniel Bailey –

* Tweaking Movement
* Attempt basic AI movement and player tracking
* General Bug fixing

Katie Millar –

* Concept art and rudimentary pixel placeholder art for main character (wizard or spellcaster)
* Concept art for guards/ enemies of varying types
* Concept art for side character / tutorial guy

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business. N/A

Meeting Ended :- 12:33 PM

Minute Taker: Katie Millar