**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 13/03/19

Time of Meeting : 9AM

**Attendees:**

Alexander Moore

Stefan Simulete

Daniel Bailey

Katie Millar

Apologies from: N/A

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

**What went well :** The group worked together to place assets into the game, making it seem much more complete and well-built. A pause menu and start screen are now working.

**What went badly :**

Not all tasks were completed. These will be completed in the next sprint.

**Feedback Recieved : On any aspect of the game, either from tutors, or playtesters etc**: After last week’s presentation, queries on if our game is *still* a dungeon crawler arose. Students were concerned that our replaced mechanic solution meant that our game had now turned into a stealth game, since the player must creep around and avoid mechanics. As a group, we believe that Dungeon Crawlers come in all shapes and sizes, but this concern is something that we have taken in mind and will try to address in our development.

**Individual work completed:-**

Alexander Moore –All tasks on Jira sprint.

Stefan Simulete – All tasks on Jira Sprint.

Daniel Bailey - All tasks on Jira sprint.

Katie Millar – Not all tasks complete. To be completed in next week’s sprint.

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

The game should contain at least 3 working levels, with patrolling AI

**Tasks for the current week:-**

Alexander Moore – LAB: to help import all ready assets and place them properly in the current level.

Meet up for a level design sprint, where two more working levels will be made and decorated.

Stefan Simulete -

– LAB: to help import all ready assets and place them properly in the current level.

Meet up for a level design sprint, where two more working levels will be made and decorated.

Daniel Bailey –

– LAB: to help import all ready assets and place them properly in the current level.

* To continue Big fixing

Katie Millar –

– LAB: to help import all ready assets and place them properly in the current level.

Meet up for a level design sprint, where two more working levels will be made and decorated.

Item 3:- Any Other Business. N/A

Meeting Ended :- 12PM

Minute Taker: Katie Millar