**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 20/03/2019

Time of Meeting : 09:00

Attendees:- Katie Millar, Stefan Simulete, Alexander Moore, Daniel Bailey

Apologies from:- N/A

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

What went well : The group worked well together to quickly generate some assets. Some sounds for the game were sourced from a sound library. Part of a broken tileset were fixed. Everybody was on time and co-operated well

What went badly : Some tasks on JIRA were not logged. Unity was overloaded and crashed a few times.

Feedback Recieved : N/A

Individual work completed:-

Katie Millar – All tasks on JIRA sprint

Stefan Simulete - All tasks on JIRA sprint

Alexander Moore - All tasks on JIRA sprint

Daniel Bailey - All tasks on JIRA sprint

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.

Katie Millar –

LAB: To find sounds and create more assets for the game

To continue creating character animations

Stefan Simulete –

LAB: To find sounds and create more assets for the game

To continue trap animation development

Alexander Moore –

To come up with a few ideas for a boss room

To create multiple designs for bullets

LAB: To find sounds and create more assets for the game

Daniel Bailey-

To continue Bug Fixing and AI placement

LAB: To fix tileset and AI movement

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.

Meeting Ended :- 12:00

Minute Taker:- Katie Millar