**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 06/02/2019

Time of Meeting : 9AM – 12PM

Attendees:-

Alexander Moore

Stefan Simulete

Daniel Bailey

Katie Millar

Apologies from:- N/A

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

What went well :

Great Introductions from all the team.

Worked out strengths and weaknesses of all team members.

Went away and came up with lots of ideas for our project.

We got Jira and Github set up.

Set up Discord.

What went badly :

Jira and Github issues arose.

Feedback Recieved :N/A.

Individual work completed:-

Alexander Moore – Came up with both initial ideas and iterated ideas.

Stefan Simulete - Came up with both initial ideas and iterated ideas.

Daniel Bailey - Came up with both initial ideas and iterated ideas.

Katie Millar - Came up with both initial ideas and iterated ideas.

Item 2:- Overall Aim of the current weeks sprint (What will the product look like by the end of the sprint. **Be Specific. We will have a .....That does X and Y**

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 –

- Share personal game ideas with group and work together to come up with a final game idea.

- Work with the group to create the Initial Brief document and seek feedback from tutors.

- Research and play a few popular roguelike/ bullet hell/ and make notes on what you like/why you like it.

Make a moodboard for different a HUDs of roguelike/ bullet hell games and make a few notes on what aspects you think are good or not good.

Stefan Simulete -

- Share personal game ideas with group and work together to come up with a final game idea.

- Work with the group to create the Initial Brief document and seek feedback from tutors.

- Research and play a few popular roguelike/ bullet hell/ and make notes on what you like/why you like it.

- Make a moodboard for different art styles of roguelike/ bullet hell games and make a few notes on what aspects you think are good or not good.

Daniel Bailey –

- Share personal game ideas with group and work together to come up with a final game idea.

- Work with the group to create the Initial Brief document and seek feedback from tutors.

- Research and play a few popular roguelike/ bullet hell/ and make notes on what you like/why you like it.

- Create a list of game mechanics and choose what Engine would be best to use to create these mechanics.

- Research AI mechanics.

Research movement mechanics.

Katie Millar-

- Share personal game ideas with group and work together to come up with a final game idea.

- Work with the group to create the Initial Brief document and seek feedback from tutors.

- Research and play a few popular roguelike/ bullet hell/ and make notes on what you like/why you like it.

- Make a moodboard for different assets in roguelike/ bullet hell games and make a few notes on what aspects you think are good or not good.

(These tasks to be uploaded and tracked on JIRA)

Item 3:- Any Other Business.N/A

Meeting Ended :- 12PM

Minute Taker:- Katie Millar