# MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting : 13th March 2019**

**Time of Meeting : 11.25am – 11.58am**

Attendees:- Fraser King, Mircea Lazar, Sion Williamson, Mihai Giurea, Harry Wadman

Apologies from:- N/A

## Item One - Post-mortem of Previous Week

The group has mixed feelings about the success of Sprint 6 - on the one hand the group delivered a successful presentation (as evidenced by lecturer feedback detailed in item five), however due to the consequential loss of time caused by the presentations, a typical jam was not held by the group and all tasks for the week were delivered remotely. As a result of this, it is now clear that the previous week’s target of having a “playtestable” product was out of scope – there was not enough time to fully implement all features required to conduct any meaningful playtesting.

Moreover, due to this, the scope and objective for this week’s sprint has been adjusted to that of completing the implementation of the game’s core features.

Furthermore, due to personal issues detailed privately with Sion inside of the group meeting, Sion was unable to complete his tasks for the week. This has been rescheduled appropriately and will now be completed as part of the team’s weekly jam. Sion has been reminded of the importance of clear and consistent communication in the event of any issues and insists that he will flag any future problems through the appropriate channels.

## Item Two – Minor Project ‘Housekeeping’

The group openly discussed the current state of ‘minor’ project problems – i.e. issues raised with members of the team that were not blocking any progress or causing major developmental issues but nonetheless required addressing. The primary points raised in these discussions are as follows:

* Multiple forked Unity ‘Side-Projects’ require merging
  + Numerous forked builds of the core project have been created to implement experimental features in a safe environment. The development of these forked builds have all now been concluded and, where appropriate, now require integration into the current build.
    - E.g. AI Testing, Normal Map and Material Generation of Sprite Sheets etc…
* Discord Server Permissions
  + In order to spread the managerial workload of the server, Mishu is to be enrolled as a server admin. This requires creating a new ‘admin’ role inside of the server with the correct permissions and adding Mishu’s account appropriately.
* Core Sprite Sheet Refinement
  + The core sprite sheet of the game (contained as part of a wider asset pack) is missing certain pieces. An example of this is a missing mirrored stair tile. Mirroring is possible inside of the Unity environment, however conflicts with the refinements made with the normal maps.
  + In addition to this, the core sprite sheet lacks the variety of props that are required inside of the game to prevent the player from noticing heavy repetition of assets. Additional prop assets need to be sourced/created.
* Reworking of room sizes
  + The group has identified a potential design issue with the two core room sizes. In the present template, the large room is double the size of the standard small room; this is far too large and leads to the player becoming disorientated and lost.
  + As such, the group has changed the specification for the large rooms so that they are only 2x in one single axis (i.e. rooms are either tall or wide).
    - The large dungeon .PSD master template needs to be accommodated to fix this
    - Only minor updates should be required inside of the proc gen algorithm to remove the wall seam between separate cells

## Item Three – Tasks for the Current Sprint

The task breakdown for Sprint 7 is as follows:

|  |  |  |
| --- | --- | --- |
| **Team Member** | **Task Title(s)** | **Est.Time** |
| Fraser King | 1. As part of the jam, fix large room template 2. At the end of the jam, merge Unity builds 3. Research Unity lighting system (baked lighting, moving lights, flicking lights) 4. Rework sprite sheets, fixing missing assets | 1. 1h 2. 30m 3. 1h 30m 4. 1h |
| Mircea Lazar | 1. As part of the jam, use the existing room templates to create new room designs 2. At the end of the jam, merge Unity builds 3. Use the existing room templates to create further new room designs 4. Select appropriate prop assets and assist Mihai in editing them | 1. 1h 2. 30m 3. 2h 4. 30m |
| Harry Wadman | 1. As part of the jam, implement player character projectiles 2. As part of the jam, implement a player character health system 3. At the end of the jam, merge Unity builds 4. Implement player room tracking system 5. Identify and bugfix any major proc-gen & player character issues | 1. 1h 15m 2. 1h 15m 3. 30m 4. 2h 5. 30m |
| Mihai Giurea | 1. As part of the jam, use the existing room templates to create new room designs 2. At the end of the jam, merge Unity builds 3. Create required new props 4. Edit current props to better suite the game’s artstyle | 1. 2h 2. 30m 3. 1h 30m 4. 1h |
| Sion Williamson | 1. As part of the jam, implement enemy character(s) projectiles 2. As part of the jam, implement enemy character(s) health system 3. At the end of the jam, merge Unity builds 4. Research and begin the implementation of the particle system 5. Identify and bugfix any major AI issues | 1. 1h 15m 2. 1h 15m 3. 30m 4. 2h 5. 30m |

## Item Four – Objective of the Current Sprint

As previously alluded to above, the objective of this sprint has been retrospectively adjusted to that of finalizing the implementation of the game’s core features and, as such, creation of a “playtestable” product for the start of sprint 8 next week. Consequentially, the full transition to a purely iterative development cycle has also been shifted back a week. With this deadline in mind, the group has affordances for 5 full ‘laps’ of the iterative cycle over the remaining sprints (assuming that a small amount of playtesting occurs over the Easter break).

All task titles above should, in some manner, accelerate the group towards achieving the objective of the current sprint.

## Item Five – Analysis and Review of Feedback

The last item of discussion in the meeting was that of the written presentation feedback that was received by the group via email. The group was very happy with the feedback and felt that it clearly reflected the large amount of preparatory work undertaken by all members both individually in allocated tasks, as well as collectively in group rehearsals and through presentation iteration.

The presentation was described as “very well handled” and as a “really good display of team development”. The group hopes to replicate this success in the final presentation at the end of the module.

**Meeting Ended :- 11.58am**

**Minute Taker:- Fraser King**