# MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting : 3rd April 2019**

**Time of Meeting : 11.25am – 11.55am**

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

Apologies from:- N/A

## Item One - Post-mortem of Previous Week

The team collectively feels like they have achieved the previous weeks objective. Playtesting has been successfully conducted in regard to the player character movement. As part of Mihai’s remote task for this sprint, this feedback is being aggregated and will be formulated into a document highlighting repeating issues and potential design solutions.

Moreover, the latest build of the game has significant improvements over the last, including fixed lighting, enemies and a health system (albeit currently ‘invisible’ to the player; the game is tracking it behind the scenes). This significantly aided in the creation of the team’s walkthrough video, which has now been uploaded to both the team’s GitHub, as well as the respective itch.io page.

## Item Two – Tasks for the Current Sprint

The task breakdown for Sprint 10 is as follows:

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| --- | --- | --- |
| **Team Member** | **Task Title(s)** | **Est.Time** |
| Fraser King | 1. As part of the jam, create meeting minutes and discord screenshots 2. As part of the jam, bake normals for new props 3. Port existing rooms into Unity 4. Port new rooms from 03/04 jam 5. Import sprite sheets and create materials for new props | 1. 1h 30m 2. 30m 3. 1h 4. 2h 30m 5. 30m |
| Mircea Lazar | 1. As part of the jam, prepare the UI elements requested by Harry 2. As part of the jam, setup JIRA 3. As part of the jam, clean the JIRA Backlog 4. Playtest the latest build 5. Write the new playtesting feedback sheet | 1. 30m 2. 1h 30m 3. 30m 4. 2h 5. 1h 30m |
| Harry Wadman | 1. As part of the jam, implement start and end point functionality to dungeon generator 2. As part of the jam, Implement logic to "cap-off" walls with no neighbour cells 3. As part of the jam, import UI into Unity 4. Implement player death functionality 5. Create 'pre-start' game state | 1. 30m 2. 2h 3. 30m 4. 1h 5. 2h |
| Mihai Giurea | 1. As part of the jam, create the remaining room prefabs 2. Playtest the latest build 3. Create the playtesting feedback aggregation document | 1. 3h 2. 1h 30m 3. 1h 30m |

## Item Three – Analysis and Review of Feedback

As part of the previous week’s remote tasks, the group has now aggregated a large volume of playtesting data regarding the core kickback mechanic. Feedback on the whole in regard to this was positive, with players quickly understanding the substituted kickback mechanic. Issues did occur with other aspects of the game (namely the currently limited enemy design) and this feedback will be fully aggregated as part of Mihai’s remote task for the week.

## Item Four – Sion Withdrawal

It was also brought to the attention of the group that Sion is no longer attending the university and, as such, will no longer be participating in the Group Project module. Whilst the group wishes Sion the best in his next endeavours, impact on the scope of development should be minimal. Due to his recent absences, the group had already made provisions for his tasks not being completed.

## Item Five – Objective of the Current Sprint

The primary objective of the next sprint is to work towards nearing the MVP status outlined in the week 6 presentation. The group intends to meet the 20 minimum room designs outlined as part of this. Tasks for the week, therefore, are centred around nearing MVP status and polishing existing functionality.

**Meeting Ended :- 11.55am**

**Minute Taker:- Fraser King**