# MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting : 8th May 2019**

**Time of Meeting : 11.00am – 11.55am**

Attendees:- Fraser King, Mihai Giurea, Mircea Lazar

Apologies from:- Harry Wadman

## Item One – Review of Previous Sprint

The target for the previous sprint was to both iterate on previous playtesting feedback, as well as to complete all remaining deliverables outlined in the Week 6 presentation. These deliverables and how they have been achieved are outlined below.

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| **Deliverable** | **How has this been achieved?** |
| Fully Implemented Procedural-Dungeon System, Inclusive of 20+ hand curated dungeon rooms | Final 4 prefabs rooms implemented in the previous sprint, bringing the total number of rooms to 20. |
| 2 – 4 varied AI controllers, driving a range of modular enemies | The group agrees that, since the loss of our second programmer Sion, this objective is out of scope. This deliverable has been ‘downsized’ and now only a single enemy controller exists. |
| Numerous ‘Game Feel’ scripts implemented (e.g. Screen-shake, Pause On-Hit etc…) | Screen-shake and pause-on-hit scripts implemented as part of previous sprint. |
| Full implementation of dungeon, character and weapon assets | All final assets are integrated into the final build of the game, inclusive of customised normal maps. |
| A playtested, iterated and generally polished core mechanic | The group has been through numerous iterative cycles throughout development, as evidenced in previous meeting minutes. |

Moreover, as part of Monday’s ‘de-brief’ meeting, the group discussed all remaining tasks to be completed before submission on Friday. The latest status of these issues are outlined below.

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| **Task/Issue** | **Proposed/Enacted Solution** |
| * Updated Hours (unlogged time from early in development, resulting in heavily inaccurate JIRA time logs) | * Final time has been aggregated as part of Item Two of this document below. |
| * Integration of Exploding Barrels | * Exploding Barrel prefabs added to Unity Room Prefabs |
| * Identification of bugs in latest build | * Harry Wadman addressed worst bug (dungeon room spawner not selecting all rooms) * Other, non-critical bugs still present (see below) |
| * Final Playtesting Feedback | * Additional Playtesting was conducted by Mircea Lazar and results follow previous trend: * Core mechanic is easy to understand and control * Players desire additional mechanics (weapon variation, endgame content etc…) * Level Design of rooms require further iteration/variation |
| * Building Final Unity Project | * Final Build (V 0.3.1) Built in WebGL and Windows * WebGL uploaded to Itch.io game page and linked to University Final Submissions Page |
| * Uploading a YouTube Walkthrough for Reference in Itch.io Page | * New Video out of scope, not enough time remaining in sprint to adequately tackle – WebGL Build fully playable and existing walkthrough video from Pre-Easter is also available (core gameplay loop is identical - latest build is simply more polished, has all final assets and small iterative tweaks to knockback, reload speed etc…) |

## Item Two – Updated Total Project Time

Due to the issues outlined in the ***20.03 Meeting Minutes,*** please find the updated hours for each individual team member below (see ‘***Group 16 Updated Hours***’ Spreadsheet in ‘Admin’ folder of GitHub for details on how this has been calculated):

|  |  |  |
| --- | --- | --- |
| **Team Member** | **Time Logged in JIRA (as of 1pm 08/05/19)** | **Updated Total Time Spent (as of 1pm 08/05/19)** |
| Fraser King | 68h 27m | 88h 37m |
| Harry Wadman | 56h | 66h 50m |
| Mihai Giurea | 63h 40m | 74h 35m |
| Mircea Lazar | 61h 20m | 81h 30m |

## Item Three – Known Bugs

Whilst the team endeavoured to polish and fix the game as much as possible in preparation for the final build, some known bugs are present. Please find an itemised list of these bugs below.

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| **Issue/Bug** | **Description** |
| * Floating pixel bleed above certain enemy character poses | Small pixel bleed exists on enemy character assets for certain poses. Likely a character sprite sheet issue, would require fixing in photoshop and re-import of assets. |
| * Severe slowdown on WebGL build of game | Game has been optimised for traditional Windows environment. No optimisations have been made to the real-time lighting system, resulting in poor performance on Web build. To improve performance, a forked build without real-time lighting and normal maps would be recommended. |
| * Exploding barrels cause slowdown | Pause-on-hit script stacks when multiple projectiles hit a barrel. Script implementation requires re-work. |

**Meeting Ended :- 11.55am**

**Minute Taker:- Fraser King**