# MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting : 6th February 2019**

**Time of Meeting : 11:00am – 11.40am**

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

Apologies from:- Sion Williamson

## Item One - Post-mortem of Previous Week

***For a full analysis and details of the team’s discussion on the first sprint, as well as to see the work completed by each individual team member for Sprint 1, please see the meeting minutes from 04.02.***

## Item Two – Tasks for the Current Sprint

The task breakdown for Sprint 2 is as follows:

|  |  |  |
| --- | --- | --- |
| **Team Member** | **Task Title(s)** | **Est.Time** |
| Fraser King | 1. As part of the jam, perform additional research on types of emotion we aim to trigger 2. As part of the jam, perform market research on target market for game 3. Create outline design document centralising core concepts of the game | 1. 1h 2. 1h 3. 1h 30m |
| Mircea Lazar | 1. As part of the jam, conceptualise and research player weapons 2. As part of the jam, create moodboards for the games' environment 3. As part of the jam, isolate available assets for potential use in game 4. Create a document outlining the design principles affecting the core user experience | 1. 1h 2. 1h 3. 1h 4. 1h 30m |
| Harry Wadman | 1. As part of the jam, program the movement for the player character 2. Create a document highlighting how you intend to implement the procedural dungeon generator | 1. 3h 2. 1h 30m |
| Mihai Giurea | 1. As part of the jam, create moodboards for player character 2. As part of the jam, conceptualise types of enemies 3. Create a document highlighting how immersion theory can be implemented into the game | 1. 1h 2. 1h 3. 1h 30m |
| Sion Williamson | 1. Create a document highlighting research on how AI could be implemented in the game | 1. 1h 30m |

## Item Three – Objective of the Current Sprint

The main objective of this week’s sprint is to have implemented a proof of concept in regard to the game’s core movement mechanic. This is to be achieved by programming the start of the player character controller. Moreover, this is to be done in a modular fashion to allow for easy manipulation of game code moving forwards. Commonly used variables (rate of fire, knockback effect etc…) will be made public to allow for easy manipulation by designers.

Moreover, the secondary objective of this week’s sprint is to perform additional general design research into our concepts to further ground all ongoing work in design theory.

Lastly, small research tasks have been allocated to both of the team’s programmers to allow for assessment into the last remaining programming ‘bottlenecks’ (enemy AI and the proc-gen dungeon algorithm). This is further to discussions on these topics from Monday’s meeting and should allow us to implement risk mitigation strategies in the event that any issues should arise.

**Meeting Ended :- 11.40am**

**Minute Taker:- Fraser King**