# MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting : 20th February 2019**

**Time of Meeting : 11:20am – 11.55am**

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

Apologies from:- Harry Wadman

## Item One - Post-mortem of Previous Week

The primary objective of the previous week’s sprint was the implementation of a shell script to control the procedural generation of the game’s dungeons. This objective was successfully completed as part of last week’s in-lab jam session.

Moreover, progress has been made towards the implementation of AI. As part of his remote task, Sion successfully created patrolling AI within a Unity test scene and also researched the implementation of follow, shooting and retreating AI.

Furthermore, additional research was performed on enemy and environment design, alongside the formation of central master design lists, thereby creating a central reference point for any future design ideas.

Lastly, research on the integration of numerous ‘game feel’ scripts was performed successfully and should ease the process of creating and implementing these scripts in the final product. In summation, the previous week’s sprint can be considered a success.

## Item Two – Tasks for the Current Sprint

The task breakdown for Sprint 4 is as follows:

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| --- | --- | --- |
| **Team Member** | **Task Title(s)** | **Est.Time** |
| Fraser King | 1. As part of the jam, support the team members with their tasks. 2. Import the dungeon assets into Unity 3. Create a list of expected player behaviours and, where necessary, potential fixes 4. Find and reference UI and crosshair assets. | 1. 1h 2. 2h 3. 1h 4. 30m |
| Mircea Lazar | 1. As part of the jam, support the team members with their tasks. 2. As part of the jam, find and reference potential weapon and projectile assets. 3. Find and reference potential enemy art assets. | 1. 1h 2. 1h 30m 3. 2h |
| Harry Wadman | 1. Continue the development of the procedural generation algorithm. | 1. 2h 30m |
| Mihai Giurea | 1. As part of the jam, create the player character sprite sheet. 2. As part of the jam, iterate on a core player concept pose. 3. Create a research document on presentation theory. | 1. 2h 2. 1h 3. 2h |
| Sion Williamson | 1. As part of the jam, assess implementation of procedural generation shell. 2. As part of the Jam, continue AI development. 3. Research spawning in rooms. | 1. 30m 2. 2h 3. 2h 30m |

## Item Three – Objective of the Current Sprint

The primary objective of this week’s sprint, considering the absence of Harry, is to continue developing non-procedural elements of the pre-alpha. The fulcrum of this week’s tasks is to identify further assets and to import existing assets already identified in previous sprints. In addition to this, further work is being completed against the implementation of the games’ AI and spawning of enemies.

**Meeting Ended :- 11.55am**

**Minute Taker:- Fraser King**