# MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting : 27th February 2019**

**Time of Meeting : 11:25am – 11.55am**

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

Apologies from:- Harry Wadman

## Item One - Post-mortem of Previous Week

The overall success of the previous week’s sprint was mixed. Whilst all necessary tasks were completed to a good standard, the group encountered numerous issues with the Unity build (now fixed). Several scripts were missing as part of the then most recent push, thus resulting in numerous issues when attempting to integrate Sion’s AI scripts, as well as issues with importing the sprite sheets.

As previously alluded to, however, this issue was eventually remedied with a fresh re-push of the build, thereby allowing work with the sprint to commence as usual.

Moreover, there were also issues with one of the asset packs when being imported into unity. The pack used non-uniform cell sizes on the sprite sheet, in addition to not leaving any padding between each cell. This consequentially resulted in having to manually ‘cut-up’ the sprite sheet in Photoshop – a very timely process meaning no time was left on the task to import the assets into a Unity scene. This issue will cause spill over into this week’s sprint, as it is an important feature of the presentation to include gameplay footage of the minimum viable product (MVP).

## 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, create the sample scene 2. As part of the jam, plot the presentation 3. As part of a larger group meeting on Monday, rehearse the presentation 4. Refine the presentation | 1. 2h 2. 1h 3. 1h 4. 1h |
| Mircea Lazar | 1. As part of the jam, create the sample scene 2. As part of the jam, plot the presentation 3. As part of a larger group meeting on Monday, rehearse the presentation 4. Assist Mihai with creating the enemy assets | 1. 2h 2. 1h 3. 1h 4. 1h |
| Harry Wadman | 1. As part of the jam, create the sample scene 2. As part of the jam, plot the presentation 3. As part of a larger group meeting on Monday, rehearse the presentation 4. Record a video for the presentation | 1. 2h 2. 1h 3. 1h 4. 1h |
| Mihai Giurea | 1. As part of the jam, create the sample scene 2. As part of the jam, plot the presentation 3. As part of a larger group meeting on Monday, rehearse the presentation 4. Work on creating the enemy assets | 1. 2h 2. 1h 3. 1h 4. 1h |
| Sion Williamson | 1. As part of the jam, create the sample scene 2. As part of the jam, plot the presentation 3. As part of a larger group meeting on Monday, rehearse the presentation 4. Record a video for the presentation | 1. 2h 2. 1h 3. 1h 4. 1h |

## Item Three – Objective of the Current Sprint

The primary objective of this week’s sprint is to research, create and rehearse the presentation for week 6. All of the allocated tasks for this week directly tie in to this objective, with 2 hours of typical remote work also being replaced with team meetings and rehearsals of the presentation.

**Meeting Ended :- 11.55am**

**Minute Taker:- Fraser King**