# MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

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

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

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

Apologies from:- Sion Williamson, Mircea Lazar

## Item One - Post-mortem of Previous Week

Overall, despite Sion not being able to complete his tasks due to illness, the overall objective of creating “playtestable” product was achieved. This has positioned the group in a position whereby they can now enter a system of full iterative development, with external playtesting and feedback (this is reflected in the creation of playtesting feedback documents and tasks for the week).

Rooms created by Mihai and Mishu in previous sprints have now fully been implemented into Unity prefabs and have been tested to work inside of the proc-gen dungeon algorithm. The only minor hitch to this process was seen in the addition of a lighting bug caused when generating the dungeon (individual room prefabs are lit correctly, with point lights on the animated torches, however when generating the full maze, the lighting becomes blindingly bright; see discord screenshot ‘X- **UPDATE WHEN SCREENSHOTS ARE PUSHED**’).

## Item Two – Tasks for the Current Sprint

The task breakdown for Sprint 9 is as follows:

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| --- | --- | --- |
| **Team Member** | **Task Title(s)** | **Est.Time** |
| Fraser King | 1. As part of the jam, create the playtesting feedback sheet 2. As part of the jam, create normal maps for the player character 3. As part of the jam, complete weekly admin tasks - Meeting minutes, Sprint Setup, Discord screenshots 4. Create the walkthrough video in accordance with the brief supplied by Rob Kurta 5. Attend the weekly meeting on 03/04 at 11.25am | 1. 30m 2. 30m 3. 2h 4. 2h 30m 5. 30m |
| Mircea Lazar | 1. Playtest latest build of the game, filling out the playtesting feedback sheet available on GitHub 2. Attend the weekly meeting on 03/04 at 11.25am | 1. 1h 2. 30m |
| Harry Wadman | 1. As part of the jam, bugfix the existing lighting issues 2. As part of the jam, finalize implementation of the damage system 3. As part of the jam, finalize implementation of the health system 4. Implement the player character art, in place of the placeholder design 5. Playtest latest build of the game, filling out the playtesting feedback sheet available on GitHub 6. Attend the weekly meeting on 03/04 at 11.25am | 1. 1h 2. 1h 3. 1h 4. 1h 30m 5. 1h 6. 30m |
| Mihai Giurea | 1. As part of the jam, create additional 'small room' designs 2. As part of the jam, iterate on previous room designs, adding in the new props 3. Create additional props for use in-scene, in accordance with group feedback in Discord 4. Playtest latest build of the game, filling out the playtesting feedback sheet available on GitHub 5. Attend the weekly meeting on 03/04 at 11.25am | 1. 1h 30m 2. 1h 30m 3. 1h 30m 4. 1h 5. 30m |
| Sion Williamson | 1. Playtest latest build of the game, filling out the playtesting feedback sheet available on GitHub 2. Attend the weekly meeting on 03/04 at 11.25am | 1. 1h 2. 30m |

## Item Three – Analysis and Review of Feedback

The group received positive feedback in the form of a 5-minute discussion with Rob Kurta as part of the 27/03 jam session. The current state of the project was described to Rob and he was happy with the progress that the group has made – there is plenty to showcase for next week’s video.

## Item Four – Objective of the Current Sprint

The primary objective of the current sprint is to prepare a new build of the game that will offer the best platform upon which to showcase all work completed by the group in the exhibition video to be uploaded next Wednesday (03/04/19).

Due to recent issues with programmer absences/illness, the vast majority of programming tasks are to be completed in jam where level 5 managerial support and oversight is available to ensure tasks are completed to a satisfactory level.

Additionally, most group members have also been given tasks in relation to playtesting the core mechanic and accumulating feedback to be used for iteration.

**Meeting Ended :- 11.55am**

**Minute Taker:- Fraser King**