# System Miami Meeting 3 Notes Mentor Bill Buckley

**Feedback:**

Doing a great job!!! 🙂

Feels like the gates opened up and in your race to make things Very good to do that; Focus on a few things

Not here to change your mind, only guide

# Beautiful corner

Take one small area TO FINISH final art, final effects, UI, sound Point to this 1 thing as a compass where everything goes towards it

# White box

White box, no texture in the space

Work on the character actions, performances, animation Focus on the characters independently

Focus on your 3 C’s in individual sandboxes

# 3 C’s

Combat Character Controllers

# Layla Question

Overworld and Combat - How to transition data from one to another

If I was working on it I would try to keep controls on the same pawn, same character As opposed to having two separate ones

Different, but same blueprint- keystroke shortcut command such as “P” to switch between

Bill wants to put on Publisher hat and review your GANTT chart Not ahead of schedule- riiiight on track

We are planning to be first playable November 1st Moving character around 2 sprints from now

Pre-Alpha in December

It’s a controlled environment when you showcase what you’re working on When you send builds with new dynamic they see it

It’s understandable when something isnt working Be transparent about the development notes

There is an unknown when you start making builds- Called **smoke testing**

Test it and send it off

# Pocket Build

Hypothetically in 2 weeks you want to send a build

Someone works on it and then oh no things broke now I need to roll back Now you’re scrambling

1 week into it I have a stable build Flag that build

Put it in a folder

Keep it in your back pocket just in case

Be a few steps ahead of what you show your teacher and publisher

Its okay to say I’d like to get your opinion - but dont showcase until stable Always show your last stable build - keep saving iterations along the way **NUMBER YOUR BUILD ITERATIONS**

# Questions about GANTT charts:

**Do you know any good softwares or methods?**

*Solutions: Gira, Google Sheets, Google Calendar*

# Every time Layla tries to make a GANTT chart, the axis get crossed, how to group them?

Do it by team, some things are the same…Do it by feature and color code bars? *When it comes to this you want to keep it as simple to read and use as possible Put a stake in the ground and say you want to do it by feature*

*This feature needs to happen before this feature*

*The sequence of events that need to happen to get the game done*

# What is a “feature”?

*Inventory is a feature*

*Let’s add that to a bigger system- like- “Interactivity” Buttons do things*

*Characters interact and collide with things You can even put it in “Character Control” When you plan to have it locked down*

*You’re taking the priorities of the game - there are a lot of tasks - what’s most important You want a first pass, that’s good, moving on-*

*It’s hard to move on but you can’t spend weeks polishing without holding up production You must recognize when it is time to go to the next part*