# 13th Team Meeting Protocol | Experimental Games | 02.05.2020

1. **(Short) Progress Reports** from the different Departments

   ### a. Design:

   **Moony:** QA turned in on Saturday (prepared survey and built level together with Alex), but no response. Sliding was fixed in game

   **Lars:** Feature specification for User interface. Fixed stage 1 devnote continuity issues. Placed all devnotes in stage 2. Made screenshots for his internal workings. Started writing for devnotes in second stage

   ### b. Art

   **Robert:** created an elementary UI solution for the game. Team agreed that health bar should only appear in fights when you're hurt or healing. Crosshair should visualizes the current bow tension and therefore start glowing at max tension.

   Robert will create the actual assets for the UI as well this week. Next week he might create some extra effects for the environment.

   Agreed to keep the visibility of the drones in mind when creating textures. The drones would therefore need to compromise between being similar to the environment assets and being visible to the player.

   **Alex:** presented scenes with the new assets. Presented the change in scale and discussed some issues with the amount of colliders in the scene.

   ### c. Programming

   **Dru:** Remade shooting system according to specified requirements. Put bow in engine. Fixed the clipping of the bow.

2. **QA session: current state** and **future plans**  (Moony)

   **Other team** will send in their stuff on **Monday/Tuesday. We can still give them our next version on Wednesday though.**

3. **Ideas and questions** for the **Mentoring** on Tuesday

Question to Björn about **general aesthetic** of the environment.

**How to show narrative side better in the video?**

Maybe tips on **which music is fitting the setting**? References?

How does game design grading work this semester?

**Quick ways to fix performance**

4. **Short talk about tasks** and priorities **until Tuesday**

   **Priorities: Enemy's deviation** still has to be fixed. Designers and Dru will work on it collaboratively. **Environment** will probably take 3 more days to be finished, **including optimization**. We need the **shooting cooldown** and f**ake gravity for the arrows**. The **devnotes for stage 2** need to be written. Moony should start writing **QA summary** as soon as infos come in, but only inform others when everything is there and all other team information is coming in.

5. **Problems** with **performance?**

   Agreed to each make a built after the talk.

   Suggested to cut individual colliders from most assets:

   Set up the basis of level streaming.

   Pondered using LODs. Might be hampered by verticality because it only applies to X and Z axis distance

6. Set exact **date** for the **retrospect**

   Tuesday 16:30