15th Team Meeting Protocol | Experimental Games | 09.05.2020

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

   Design:

   Moony: Applied some optimization on the scene. Informed us that half of our testers have some framerate issues. Also worked on the Boss Fight Design

   Lars: Defined the regeneration ability together with Moony, wrote and implemented the stage 2 devnotes, created some UI elements (Content sensitive UI)

   Art:

   Robert: Added a second hand to the bow, rigged the Bow, is going to work on the animations, test animations first. Worked on the UI stuff.

   Alex: Worked on some texturing stuff. Explained problems with the current texturing approach

   Programming:

   Dru: AI Behaviour was updated, navmesh doesn't work well for flying objects, current system works based on raycasts to player position, Respawn system improved, and made bugfixes

2. **Discussing** how to best work with the **prefabs and textures**

   Alex is going to replace advanced textures in stage 2 manually when necessary.

3. **QA** session **progress report** (Moony)

   3/5 QA documents are handed in, summary will come in soon. Moony and Lars will meet at 11 am, Other information will be forwarded to the rest of the team. Agreed to not have another QA next week.

4. **Discuss sound design ideas**

   Sounds missing in the list: reloading the bow, and for charging the enemy, maybe player breathing (mmight be too hard to pull off), Closing door, rising platforms in boss fight area

   Decided to resort to using the Unity standard sound options instead of fmod

Lars informed the rest that bold lines in the sound design document indicate sounds that are essential and should be in the second level.

Said that we may also want to include 1 or 2 sound effects in stage 1.

5. Boss area still possible?

Boss fight should consist fending off waves of enemies.

Floor of the room gets transformed: Some platforms may rise and fall. Player should be fending off enemies for a fixed amount of time.

Holes would need to be added to the Boss arena so enemies can fly in

6. Priorities until the end of the week

Robert should make an animation test immediately (importing in unity and working with it there, drawing animation of the bow should adhere to the UI speed)

Robert should bake textures for bow to reduce the number of textures from 20+ textures to about 4

Alex will fix the issues in the level on Monday, before actually going through with the UV and texturing stuff.

Dru will work on regeneration system first, then progress on pathfinding and fixing other systems

Moony will review and sum up QA stuff

7. Set exact date for the retrospect

6pm meeting on 12.05.2020