

11th Team Meeting Agenda | Experimental Games | 02.05.2020

1. **(Short) Progress Reports** from the different Departments
2. **QA session: current state** and **future plans** (Moony)
3. **Ideas and questions** for the **Mentoring** on Tuesday
4. **Short talk about tasks** and priorities **until Tuesday**
5. **Artist/Game Design collaboration** on placing the **devnotes** in the **updated scene?**
6. Set exact **date** for the **retrospect**