

15th Team Meeting Agenda | Experimental Games | 09.05.2020

1. **(Short) Progress Reports** from the different Departments
2. **Discussing** how to best work with the **prefabs and textures**
3. **QA session progress report** (Moony)
4. **Discuss sound design ideas**
5. **Boss area still possible?**
6. **Priorities until the end of the week**
7. Set exact **date** for the **retrospect**