

1. Got **Progress Reports** from the different **Departments**

Design Team:

Settled on the dynamics of the fictional team of five people: Working in different time zones, specific backgrounds of characters lead to the conflicts among the team, one turns out to be a traitor that releases the unfinished game later. Detailed information on the characters can be found in game design folder.

Decided against voice recordings.

Explained basic storyline of the game: Character is entering the building of a God. They're searching the knowledge within. To fight they're using bow and arrow, which represent the god of patience from the pantheon. He was kicked out of the pantheon and wants to take revenge on the rest. The God may speak to the player ingame. Treason and the quest for hidden knowledge mirror the story of the game devs. The player may later decide whether to keep or destroy The Gods are based on virtues instead of general aspects of life.

Decided that the temple building is surrounded by water. Question remains to be addressed whether it should direct verticality upwards or downwards? Consideration that downward movement supports bow and arrow gameplay better.

Will not have backtracking in the levels backtracking, determine degree of verticality later.

Explained the working of the player mechanics: Holding down a button makes the arrow fly further. Arrow is affected by gravity. Enemy health may be affected differently depending on velocity. Dash is used to propel yourself in any direction fast for a time, it has a cooldown. It can't be used midair. Health is regenerated by meditating, meditating stops all action but you're still vulnerable. Invisible Checkpoints.

God of patience talks to player, but not certain how yet (late in game and low priority).

Enemies are static for now. If you attack them they track you. Grounded and flying enemies. Flying ones should move. Patrolling or chasing the player.

Boss might just be larger or more health.

Explained what developer notes should contain in the first stage: Detail out story information that is not visualized yet. Teaching moments (why is something done). Silly comments about current looks. Warnings about bugs. Not so much relationships yet, because they're fine. Purpose of a prototype. Hints for overall direction/Different visions. Art comments to see how the environment is going to develop.

Decided that the only means of including art in the first level are concept art pieces and mood boards that are placed in the scene.

Art Team:

Explained that the **main building scene** should be rich in **verticality, contrast light** outside environment with dark internal structures. Surroundings feature **emissive textures**.

Discussed the **implementation of the bridge** that leads to the building: Player should spawn directly in the front of the door in early stages. Later stages should feature more dramatic and atmospheric approach of the entrance.

Suggestions for bow design: Bow could **glow**, it should **visually represent the God of patience**

Reminder was given that **there should be no metaphoric representation** of the story.

Demonstration of current build:

Shooting, enemy behaviour and **first person controller** are **implemented** but have bugs.

Informed about **character controller issues**. **Suggested checking** if it persist **in build**

Gtignore doesn't work yet. Dru will get external help from Morris or Thiago

Suggestion to **make prototype enemy a sphere** and visualize turning behaviour.

Informed that projectiles are instanced via child object of the enemy prefab

Almost finished enemies (timetracking still to tweak)

Health and respawn not completely working yet.

Moony said that **fmod may have problems with git**. Test this and see if not sharing personal fmod files helps in case of problems.

2. Evaluated Current Sprint Progress

Slight shifts of plans and responsibilities: Designated Robert as responsible weapon designer, moved sounds to next week. Moved visual design of the developer concepts to next week. Decided that artists are not responsible for the first level visuals.

Came to the conclusion that the rest should work out.

3. Discussed **Potential questions** for the **mentoring**

Lars: How much focus on the underlying game and how much about the metastory in future presentation. What did they think about our presentation? Core steps in the sound design projects. How to talk about it? Tips on how to do it.

Trying to get tips on how to use audio for the brutalist sci-fi environment from Cecile

Why mandatory mentoring? Ask about the lack of feedback.

4. Discussed future **folder structure** for **Unity project**

Assets should generally be put **in the same folder**. **Scripts** are put **in a metafolder**. Everything is **divided by stage of the project**.

Decided that Lars and Alex will talk about naming conventions.

5. Shared **DevOps ideas** and potential **workflow adjustments**

Suggested that **everyone should check their work for errors** before sending it out

Added **QA questions channel** that **Moony** will take care of

Added **bug report channel**

Encouraged to **speak about bottlenecks, time constraints**

Decided to use **specialization channels for giving relevant information to others** in the future **discuss everything else in DMs**.

Midsprint feedback deemed **appropriate**

Stated that tasks shouldn't be added during a sprint

6. **Priorities until Tuesday**

Adjusted Hacknplan

Agreed to have **next Retrospective at 17:00 on Tuesday**.