

## 6th Team Meeting Agenda | Experimental Games | 12.04.2020

1. **Progress Reports** from the different Departments
  - a. **Design Team** share **gameplay** and **story** ideas
  - b. **Art Team** presentation of **sketches and ideas**
  - c. **Programming** demonstration of **current build**
2. **Are we meeting our sprint goal?**
3. Discuss **potential questions** for the **mentoring**  
  
----- Break -----
4. Solving **problems with git and Unity** project
5. Set up **folder structure** for **Unity project**
6. Share **DevOps ideas** and potential **workflow adjustments**
7. Discuss **internal feedback structure**
8. **Priorities until Tuesday**