**3rd Meeting | Protocol | 12.08.2022**

Agenda:

* Check project
* Gameplay outline
* Narrative outline
* Art direction
* Level design workflow
* New tasks
* Next meeting

Notes:

* Dru shows project
* Talked about level design workflow, discussed modular sprites for level streaming
* Zeals show art, new proportions
* Cloak will be another flipbook added on top of character
* Finalize character design and do walk cycle, sketch draft into Unity (by the end of Sunday)
* Do a walk and run animation
* 2D lights used in laboratory
* Discussed environment (size of tube crack and child-ness of eagle creatures)
* Name for no longer eagle species
* More than one animals species for animals
* Narrative outline
  + Sounds good
* Gameplay outline
  + Discussed enemy types
  + Proper movement variables with specification, also step height and maximum slope angle
  + Maybe go away from RigidBody system, Dru has to make the decision (will try to do it himself)
* Unity problems with Zeals
  + Managed to fix it
* Abuse problems with gameplay: bringing corpses and losing corpse in critical area
* Next tasks:
  + Zeals: Finalize Slate design, run and walk cycle placeholders in engine
  + Dru: Character controller
  + Lars: Specify movement features and variables, finetune variables in-engine, finalize the two enemies in prototype level, specify their movement features/variables, visual inspiration for the level, feature specification for combat
* Set up Codecks task
* Postponed environment sketches for now and decided to do them on top of the blockout screenshots instead
* Next meeting:
  + Monday, 15.08.2022, 11:00