**4th Meeting | Protocol | 15.08.2022**

Agenda:

* Programming progress
* Animations
* Movement fixed update
* Enemy ideas and spec
* Camera issues
* Slate progression
* New tasks
* Next meeting

Notes:

* Fixing scenes and issues (jump, my testscene)
* Talked about game feel and movement fixed update
* Need to fix issue when there is no gamepad
* Dru showed programming progress
* Replace fall grav multiplier by fall gravity
* Showed level geometry and modular scripts
* Final color of Slate
* Go with white design
* Put run in Engine, jump frame, Dru sets up anim controller, I tweak variables
* Talked about air control, need to set default values
* Research camera boundaries
* Discussed Slate progression, better to go with exponential exp and proper use cases for other characters
* New tasks:
  + Zeals: add run animation to engine, jump frame, improve character movement
  + Dru: fix current problems, implementing animations, first enemy type
  + Lars: hitBoxes script, camera behavior, tweak movement variables
* Next meeting:
  + Friday, 19th, 11:00