**5th Meeting | Protocol | 19.08.2022**

Agenda:

* Movement updates
* Combat script
* Camera features
* Art progress
* Sound design
* New tasks
* Next meeting

Notes:

* Showed combat script and camera features
* Dru showed his progress
* Very nice movement, footsteps on separate script
* Hanging time and step height and slope aren’t in there yet, maybe not needed
* Different jump animations based on standing or running, 2 frames of the attack combo, another frame and jump attack are still missing
* Work on first enemy concept and interactive environment assets (water dish) and get placeholders in engine
* Come up with new tasks like level before vacation
* Next meeting: Monday, 22.08.2022, 11:00
* New tasks: sound design implementing, tweaking movement, start with first level, feedback on enemy concept and scripts
* Stayed with Dru in meeting
* Discussed structure of enemy scripts, two different prefabs (one controlled)
* Line sight will be box ray cast
* Player need player tag
* Player needs basic attack
* Attack keys: LMB, X on gamepad, E on keyboard
* Lars: Landing particle fix