**6th Meeting | Protocol | 22.08.2022**

Agenda:

* Art progress
* Programming progress
* Game feel
* Bugs and missing features
* Level design
* New tasks
* Next meeting

Notes:

* Zeals showed new anims and talked about implementing them for Dru
* Showed combat sprites, 1 and 3 maybe too similar and check the range of the attack in-engine
* Fixed footsteps bug
* Audio source only goes to 1
* Showed Wooltooth
* Maybe put enemies on different layer
* Talked about input detection, array of different modes
* Showed game feel and level design
* Talked about missing features, need to disable player input
* Talked about horizontal issues with jump
* Fixing the jump, hang time
* Add attack to the player and hook it up to the poses
* Talked about hang time functionality, duration, anti-gravity, full air control
* Next tasks
  + Dru: hang time while jumping, adding attack to player 14:30 together, add components to Wooltooth
  + Zeals: Wooltooth concept, save points, black orb
  + Lars: add components with Dru, finish level sketch, finetune hang time/horizontal jump, create blockout of first level in-engine, program save points, secrets, levers, elevators, thin platforms
* Next meeting
  + 29.08.2022, 11:00, just me and Zeals
  + Definitely one meeting on the 02.09.2022 to talk about the level