**9th Meeting | Protocol | 12.09.2022**

Agenda:

* Art progress
* Art references
* Updated concept
* New enemies
* Positioning and target audience
* Design research
* Programming update
* Script structure
* Dru unavailability
* New tasks
* Upcoming meeting

Notes:

* Zeals was overdrawing animations with new character
* Make it female
* Done with it until the end of today, switch to environment
* Looked at references, make selection for NPC
* Concerns from Dru
  + Companions often separate from gameplay or annoying
  + Programming-wise it’s more difficult, behavior has to be more general
  + Give player additional moves through companions
  + Extra-ranged attacks (maybe look into Dead Cells)
* Debug tools for level design, put on Dru’s list
* Work on level design while Dru is busy
* Fixed animations, possible solution for fall-through
* Scripts have to be reorganized, have to update structure with new concept in mind
* Need to pass through who dealt damage in health manager
* Take some time to discuss each other’s scripts before Dru leaves and conceptualize class structure
* Wednesday 16:00, discussion with Dru
* Little jump and run level for Dru to test game feel, decide if the metrics are fine
* Keep the elevator bug because it’s cute
* Look into Aztec stuff
* Talked about research
* Dru kinda busy for the next two weeks
* Lower pace for Zeals as well Clash, self-initiated project
* New tasks: Zeals finish animation draw-over, environment sketch, hunt references; Dru debug transformations, meeting script structure and current code, fixing bugs; Lars create platform level to test movement, hunt references with Zeals, discuss code with Dru, blockout first level;
* Next meeting: Friday, 16.09, 11:00, vibez will join the meeting and we’ll see what happens