**10th Meeting | Protocol | 16.09.2022**

Agenda:

* Show project
* Art discussion
  + Style
  + Responsibilities
  + Animation
* GitHub for new people
* Dru programming update
* Environment references
* New tasks
* Next meeting

Notes:

* Showed project and talked about changes to concept
* Set up Miro board for art discussion
* Freddie: Blender for 3D modelling, substance painter and designer, engine experience, Unity shader programming, Photoshop, 3D animation in Blender, not the greatest 2D artist, render engine for stylized stuff in Blender
* Animations: Render sprites or do 3D animation, decided to render as sprites,
* Workflow: Vibez character concept 2D, Freddie 3D model + animation render, implementation Dru/Lars
* Zeals and I environment stuff
* Redo protagonist with the new workflow
* Fill Miro with references as we go along
* Invited new people to GitHub
* Fixed hangtime floating away, gravity when falling, slow-down on landing
* Trade-off with hangtime: bumping into something during hangtime that points downwards, you don’t slide down (probably cancel it manually)
* Zeals going to create concept for level
* Dru makes debug functionality, then create the level
* New tasks: Zeals environment concept + parallax script, Dru debug functionality and fixing sliding stuff, Lars level blockout, Vibez find style between dark and cute and experiment
* Freddie busy for the next week to settle in, practice 3D models that look 2D
* Can create pipeline outline and organize naming and folders
* Use Freddie’s engine for stylization stuff
* Drop Codecks, use Discord to keep track of to-do
* Next meeting: Thursday, 22nd, 11 AM