**11th Meeting | Protocol | 22.09.2022**

Agenda:

* Design progress
* Programming progress and bugs
* Environment art
* Vibez creature concepts
* Freddie time
* New tasks
* Next meeting

Notes:

* Showed project and talked about debug features and programming
* New references on Miro and environment sketch
* Hollow Knight reference, wooden elements (caves in The Hobbit)
* Feedback for vibez: probably too detailed, does it translate into 3D?, owl has nice simplicity in terms of shape, but too much detail inside, owl is NPC, maybe ask vibez to create enemy
* Sheet for the main character by Zeals for Freddie to test the workflow
* Problem with lighting if we do fake 3D
* Hard to tell when Freddie has time because recently moved and new at CGL
* 2 weeks can do more
* Next tasks: Zeals character sheet for protagonist, Lars blockout, Vibez create one of the enemies in his style, Freddie try to model protagonist and see if we run into any issues with workflow, Dru will take a break to move
* Dru looked at controls in Mario Maker and Dead Cells, companion in Dead Cells (mushroom boi) ignores normal movement once it follows player and has accentuated movement to follow and has trail behind him, ports to player if too far away, has really high jump, focuses smaller ads of enemies (the annoying stuff), annoying situation where mushroom pushes enemy back and you can’t hit them anymore, melee attacker, takes no damage, but you can press a button to kill it, comes from the jerk shroom, shouldn’t distract main enemy
* L-Stick completely up in Mario Maker to enter rooms, in Dead Cells just a regular button
* Maybe different enemy type that you cannot resurrect and that dies after one hit, companion prioritize them
* Research Dead Cells companion and ranged weapons again
* New meeting: 03.10.2022, 11:00