Meeting wed 6th

14:26

Ed not here again

* Gantt chart v1 done
* Sam not done much since
* Modular assets update
* Tool work showed

Sam

* Whiteboxed
* Updated for actual walls
* Cally animation (crouch) – left right walk 90% done
* Cally camera not fixed yet (working on)
* Ai – zombie same, patrol system worked on (not working yet)
* Updated hack n plan with new tasks (on Friday)

Ollie

* Features list V1
* V1 MSQI
* V1 Gnatt chart
* Ed wants ollie to support risk ass V1
* Particle system started (starting on dust, rain done)

Jon

* Modular assets
* Tools for materials
* Player health sanity (UI)
* Inv UI V1
* Showed and explained UI
* Discussion

Agreed to add due dates to tasks

Meeting end 14:34