

## 11/30 DPB Open Meeting Minutes

Last meeting was closed, so no minutes.

There is \*still\* no money in the treasury.

### Modelers:

GoldenEagle68 says that they were all told to stop making stuff, so they did.

Intimidator says that he's waiting on the mappers to get back to him about the static mesher guy.

NoBody offers to help anyone on the team who can't figure out how to get something to work right with the source engine.

### Mappers:

Mercenarius says he stopped making stuff too. Such progress ;)

Bryan joins the meeting, and says nothing like a small whipped child.

### Coders:

Kuja pretends to be Vino and says in his voice that He and Kuja are working together to form a concise design proposal based on the ideas in Kuja's design concept and the ones in his head.

### Old Business:

Kuja asked Adrenaline if he had talked to his roommate about texturing, and asked how the progresses on the full sail advertisements were going. He was met by a blank, empty stare from a white, padded wall – afk.

Kuja says that he set up a SVN repository, and that he needs to figure out how everyone is going to get access to it.

Kuja says that he has looked into alienbrain, as per Adrenaline's suggestion. He's going to give it a quick run through to see how it all works.

GoldenEagle68 asked how much it costs - \$3500 for a remote server, between \$500 and \$1500 per client license.

At this point in the meeting, Intimidator was inserted into WKYA's gaping mouth by unbornichen.

GoldenEagle68 queries about which 3d modeling and animating software we're going to license. After discussion, it was decided that overall 3dsm 7 or 8 has the most going for it at this point in time. Kuja notes the \$3500 per client license price tag.

### New Business:

Kuja shows the mapping team his vision for the map for the demo. It's codenamed 'norrington' – you can grab the sketch from here:

<http://digitalpaintball.net/media/norrington.jpg>. Kuja droned on about gameplay and so forth, all of which is really up in the air at this point in time so it's worthless to repeat here.

Intimidator points out that the idea of a constant game running on the server sounds really fun, and everyone agrees.

Mercenarius points out that despite the fact that this is the source engine, if we're going to have maps of the scale of norrington than everything is going to have to be optimized.

Kuja explains the file format for the temporary record of work that he wants everyone to start keeping. To summarize:

Jeff 'Kuja' Katz  
555-555-1234  
1313 Mockingbird Ln.  
dntlivehere TN, 11122

Filename	Hours	Description
somefile.fil	5	this file is used by the engine to create blah, which is used further in blah and blah, and may in fact be essential to blah. I created this from scratch with blah
anotherfil.c	3	this file controls the input aspects of blah.
somefile.max	5	this is the model file of the blah marker. I created the model and the skins in this file. Someone else did blah and blah.

He further explains that this will be used to keep track of all the files to which everyone has contributed to, and to keep track of hours, until a better system is in place (such as perhaps alienbrain)

GoldenEagle68 asks about past work, Kuja clarifies that only work which is going to actually be used in the demo or the full game goes on here, and it's very hard to decide which retroactive stuff is going to be paid for, so you're better off just redoing anything inconsequential.

Mercenarius asks if we're allowed to use Half-life (valve owned) textures and models. Kuja is pretty sure we can't.

TimeHolderr has sneaked his way into the meeting, and is promptly devoiced.

Intimidator is sleeping with the person who is going to be modeling static props.

Kuja tells everyone that he has worked out a deal with Palmers to make use of the names and likenesses of all their products in the game. He goes on about how after the deal with Valve is all set, he should be able to start courting paintball companies and advertisers for money. Someone should have probably burst his bubble at this point, but no one was up to the challenge.

Intimidator asks for an estimate of the lifecycle of the project. Kuja conservatively guesstimates 18 months. From planning (now) to sales.

Kuja explains his 'big sacks of money ftw' plan.

Someone brings up console titles, and discussion goes down this road and comes back none the wiser.

GoldenEagle68 asks about personal liability, Kuja explains that the reason of incorporation is to limit liability to the companies assets, and strongly pushes the importance of incorporation.

WKYA notes that even if our game sucks, it's competition sucks even worse.

Kuja says that if the game sucks he will change his name and move to Mexico.

Kuja notes that the modelers should start working on a blazer, since that's the only gun currently that we're legally allowed to use.

Jmechy is designated as the picture and sound whore for the blazer, as he actually has one. Addt'l requests for pictures should be respectfully sent to Craig @ PPS.

Jmechy is designated as the team whore, since he is so very, very sexy.

Kuja says he'd like the spreadsheets for time in either SXW, XLS, or CSV format.

POTW is voted on to be one of the images of tropical with the npcs. The vote passed, 3-0-0. Apparently everyone is asleep.

WKYA makes a motion to adjourn. Motion passed, 3-0-0.