

1/14/2006 Meeting Minutes

There is -\$318.24 in the treasury

Next meeting: 1/18/2006 at 8PM Eastern.

Mappers:

Shortigo's computer is being a bitch and won't allow hammer to work.

Mercenarius is having problems with SVN.

Modelers:

GoldenEagle has the hands and the arms skinned, ready to be boned.

Nobody is having some issues with the ass, he thinks he's missing a bone.

Devion has modeled the most sexilicious pine tree ever.

Web:

Adrenaline will implement the forum skin soon.

Coders:

Vino should have something cool to report by next week.

Old Business:

GoldenEagle68 wanted a list of parts to implement, there is a partial list in the doc.

Adrenaline has some ideas for the Soulstrewn website. He'd like a light, professional styled site.

He wants everyone to send him ideas to [adrenaline@digitalpaintball.net](mailto:adrenaline@digitalpaintball.net)

Shortigo is going to create a list of sounds needed for the full game/demo.

New Business:

We have decided that any music will need to be determined by playtesting.

There was a big discussion about analog leaning. This too, needs to be determined by playtesting.

Vino explained his RATE technology.

Adrenaline asked if there was going to be a training course – there will, the hazard course will be resurrected.

Important things such as leaning curve and consistency were discussed. We want to keep the learning curve as flat as possible, but at the same time we need to make the controls intuitive.

The order of implementation (code wise) will be:

Teamplay -> Paintballs -> Player Movement -> Paintball Guns -> GUI

Please don't mess with files in /production. If you need to, create a working folder.

Mercenarius tells everyone making textures that they should put dpb as a keyword in the VMT.

Kuja has asked for a media section to be created on the website with stuff from DPB for half-life and concept art for DPB.

Mercenarius shows everyone the new CS:S map that norrington has to be better than.

Shortigo says that trees and other brush should interfere with paintballs and spawn leaves and junk when shot through.

Shortigo explains that the tree models should have a swaying animation, for use with winds.

Motion to adjourn, 4-0-1 motion passes.