

1/11/2006 Meeting Minutes

There is no money in the treasury.

Next meeting: 1/14/2006 at 10AM Eastern.

At this stage of the game, we have approximately a month to finish up our demo.

This demo is probably more important than the final shipping product.

This demo will get us a publishing contract.

It will get us advertising revenue.

It will open many doors for us and our development team in the future.

As much as this means to me, and to all of you, we're not 'it' - yet.

We don't have any contracts, any defined things we have to do - We're not obligated.

The demo (32 days from now) is a pretty big turning point for us

It'll separate those who want to keep working hard on our studio, that's what we are a studio from those who want to keep working on the game as a part time project

If you have more time to dedicate, then make the dedication. If you don't, that's fine

If you can't do either, tell me sooner than later. By slowly drifting away and doing less and less work you're causing more damage than you could ever conceive and I know no one here wants to hurt our chances at the big time - if not for us, than for the game.

Modelers:

Intimidator is doing well so far.

GoldenEagle has made various upgrades for the blazer and put them onto SVN, he has also modeled hands and arms.

Mappers:

Mercenarius needs bunker and other misc models, and is experimenting with Kuja's textures.

Bryan is working on the recball field for norrington.

Shortigo has a concept art sketch for the menu map.

Old Business:

Nobody is working on the player model, and he has a version wearing referee clothes.

The kind of bunkers we're going to have available will be supair, hyperball, and fabricated (wooden log) bunkers.

The demo is going to be shown to Valve, as well as K2, Empire, ICD, etc etc etc.

New Business:

There was discussion of colocation. Empyrian colo was chosen.

Shortigo has been playing with sounds, and textures.

Deviun tells everyone about UV Regions.

There's some discussion of analog leaning.

We discussed branding, hoppers, and ball simulation.

Ball breaks are brought up, and quickly brought down.

Everyone send Kuja their names and addresses so they can be NDA'd.

Meeting adjourned, 6-0-0