

12/10 DPB Open Meeting Minutes

Last meeting had disappointing attendance, so no minutes
There is \$35 dollars in the treasury. Just kidding.

Modelers:

Bryan is working on sketches of the proshop for the field
GoldenEagle68 has modeled a regulator and a tank. His rendition of a carbon
fibre tank is horrible, and Kuja offers to get him one to skin off of.
Intimidator has been doing the blazer body, he is almost done.

Mappers:

Bryan already reported.
rygoody is in class

Programmers:

Vino has a svn repository set up. Everything should go in there. He's imported the
hl2sdk and put in the angel instead of the mp5. It still shoots 9mm bullets.
Vino is working on getting teamplay working

Old Business:

We need to do a great job in three months. There may or may not be exceptionally
good rewards for doing so.
Everyone but Vino should be keeping timesheets.
Kuja reminds everyone that they can charge an hour for meetings, and that
meetings count.

New Business:

Vino brings up how paintballs should be handled. Important to consider is that
while we have infinite timeslices in real life, in the game we have only so
many frames. A client running at 30 frames per second will see the
continuous ball jumping 44 units every frame. This is unacceptable.
An addendum on whether or not there should be motion blurs passes 4-0-0.
After much discussion, Kuja brings up a method of representing the paintballs
with sprites that won't take up too much computation power, and will look
reasonably good. <http://img55.imageshack.us/img55/8674/pb0fc.gif>
Kuja's method is voted unanimously in.
Kuja brings up firing modes.
Bryan makes a motion for only semi/ramping to be in the demo. This motion is
limited to the scope of the demo.
3-0-1 Motion Passes.
Kuja brings up email addresses and webspace. If you missed this meeting, please
email kuja@digitalpaintball.net asap so that your email and webspace (and
svn) access can be setup.
Kuja says everyone should be thinking of corporation names.
Intimidator makes a motion to adjourn. Motion passed, 2-0-1.