**Session: 5**

Date: 1 / 31 / 22

What Happen:

* Player - Design
* Menu – Character Creation
  + Creating a menu to adjust the players stats before starting a new game
* Enemy - Design
* Environment – Gladiator Arena
  + Open world vs Arena
  + Limiting ourselves on Environment to focus on other aspects of the game
* Creating GDD
* Talking about the AI
  + The uniqueness of using an NN
  + Theorical situation for if the game is launch
  + Concerns about the potential of a convergence problem

Next session:

* Progress on character creation
* Progress in Godot
* Progress on GDD
* Questions about mechanics?