Meeting 1

Grayland, Madi and Ashe

9/13

* Low poly, cell shading (needs research), music emanating from an asset the player has to navigate to
* Characters inhabiting space, plant-headed/plantlike people
* Ambient sounds in key with music playing
* *Possible updates roles discussed, needs input from Felipe and Sabrina;*
  + 3 Modelers will split work (we need plants and rocks, terrain, characters and other objects to populate the area with)
* Let’s try to meet one more time before friday and get everyone together! Put your avails below;
  + Madi - free monday all day, tuesday before 12, wednesday all day, thursday before 12
  + Ashe - free anytime before 4pm Mondays and Wednesdays; tuesdays and thursdays anytime after 1pm
* **WHAT TO HAVE BY FRIDAY;**
  + Begin modelling or sketching assets that interest you; keep the discord chat updated as you work!
  + Record and collect sounds
  + *Grayland*; could you upload a song or songs for the group to choose from that you’d like used in the project?
  + *Please record your screens while you work so I can edit them into a documentation video*!
  + Upload more materials to the inspirations folder
  + *Madi* can assemble what we have by Thursday into a powerpoint!