**Write your Team Name here**

Write your Project Name Here

**Minutes** for the Thematic Project meeting held on 13th Feb at 4pm.

**In attendance**: everyone else

**Apologies**: captain kunish

**Goal**: To introduce the team members, identify our project brief, and consider our approach to working together.

# Items Discussed:

## Idea Brainstorming

* Material types
* Robot
* Crafting system
* Platformers?
* Wall-e
* Findable moulds to make stuff
* 3d
* Dismantle stuff
* Humanity has gone
* Fuel from wood
* Wood fuels player
* Ai-points from repeated activities
* Level up system -> higher the level quicker stuff happens
* Upgrades
* Task to clean earth
* Different progression options
* Sandbox style with puzzle
* 1st person camera
* 3rd person if got time

## Mechanics to be focused on

Player movement

Player environment

Figure out crafting

Quests

2 types of collection

Kirby absorb and grapple

Save system

Inventory

Radial item collection

Destructible objects

3.Task allocation

Chloe - Crafting System / Gravity gun

Faybian - General Environment Creation/Sketch potential environment/inventory system

Jacob - Save system

Josh - look into how to make destroyable assets with 3dsMax

Connor- UI and Menus for the game

Kunish- Player Movement (Brackeys yt)