Meeting

Action Items / Decisions

meetings for sound and VFX to get a grasp on what the workload here and what is wanted

using codecks better and improve communication workflows between departments

Communicate more in discord server rather than private messages for more transparency

Summery

Quick summary of the production meeting yesterday (09.05.2024)

- We decided on the goals for the next milestone which is First Playable. We would like to have two enemies ready art wise, at least one of them already with programming so we can put them into the game and test them.

- Coding-wise we still have some tabs open from the last period so we will focus on tying up loose ends before we start implementing new features. If we get that done earlier than expected we will try to get the enemies working and make a working chest world object and the backpack item.

- Leveldesign-wise we still have to decide on an exact scope but I would like to kinda plan out one map already and get a playable blockout done.

- The art department will focus on making the 2 first enemies ready for engine to get a good feeling for the process and how fast we can progress. Other than that we will already try around with the props for items and world objects also specifically for environment. We also continue reiterating the spline mesh and will plan for the modular parts for the level designers.

- whenever you can't continue a task because you wait for someone elses work, talk to them directly or better to a producer so they can take care of it. On the other hand if you find yourself with nothing to do, ask a producer for tasks.

- document better what we decide in between official meetings and make communication more transparent for everybody. So please move discussions about details into the department chats instead of writing pms. This way everybody can follow the processes. Also when there are announcement like this one, it would be nice to get a quick reaction like a thumbs up so we know it has been received.