

# Post First Playable

MEETING NO 1.5P



## Pre-Meeting

Date	31.May 2024
Time	11:00 - 12:30

### Attendance

@Waiyaki	@Micha	@Ole Ortmann	@zhaoliang zhu
@Victor			

## Meeting

### Action Items / Decisions

-

### Minutes

what do we want for verticle slice

- own folder for better source control
- use source control channel
- write guidelines for merging into dev
- pre build meeting
- item network thing
- combat first iteration
- UI in
- Fun-Guy reiteration
- Quaso Snake shalleth be done soon

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- Spider- Mosquito thing first iteration
- Maybe cat burglar?
- backpack
- crystal item
- vase world object
- grappling hook
- MK Cave
- MK Mine
- MK Scaffolding

## General Goals

- figure out big POIs
- more map
- Character iteration (Hands + Third Person)
- zhu is looking into god rays, water, dust