Pre-Meeting

Date	19.April 2024
Time	14:30 - 16:00

Attendance

@Victor	@Micha	@Ole Ortmann	@Timon
@Waiyaki	@Angeli Fernando		

Meeting

Action Items / Decisions

-

Minutes *@Angeli Fernando*

MODULAR KITS

- Victor asked how to make modular kits work:

  o Micha said that we start by blocking out and switching the meshes.

- Micha made a character progression chart:

  o it shows how to unlock the different classes (Villager, Thief, Mercenary, Scholar)

We shortly went through last Wednesday's art meeting.

VFX

- Micha asked how do we decide what type of VFX to use:

    o Victor said that it won't be VFX heavy.

    o Micha would like cool environment effects and a rune stone as communication device.

    o Ole mentioned that we may need blood, torches, and energy orbs (mage class) as VFX.

    o He said that god-rays would be a nice addition - highlighting the object through light coming from a hole in the roof.

    o Micha showed lighting reference from 'Ashen', mainly the lamps used in the cave. He said that we will use torches instead.

    o Victor asked if the player can see without any torches.

    o Ole answered that we could attach a dim light to the player character, but in a way that each player can only see their own light.

    o He said that we could have static light that wont cast shadows, and that it would work well with small lights/stationary objects.

NAMING CONVENTIONS

- We proceed to discuss naming conventions.

- Victor asked how should the modular kits be named as.

    o We decided to go with "MK_Name".

- We decided on having a level exit between areas instead of using transitional modular kits.

    o It would be efficient to use the same level transition for every area, but it would be also nice to have secret passages between areas.

TASK DISTRIBUTION

- We discussed task distribution in codecks.

    o Micha said that we should separate tasks based on area of work.

    o Victor asked where to put general tasks that don't fit a specific area.

- We made an 'art general' board

- New card created - 'Art style research'

- The layout for each card will be title, description and bullet points (when needed)

- For general tasks, we decided to keep the card open until task is over (example: reference gathering)

- We couldn't figure out how to assign the same card to multiple people in Codecks.

- We looked at Nifty.

- Meeting ended at 16:10.