



## Pre-Meeting

<b>Date</b>	9.April 2024
<b>Time</b>	16:30 - 17:35

### Attendance

@katharinabornemann	@Micha	@Ole Ortmann	@Timon
@Mohammad Sharkawi	@Waiyaki	@zhaoliang zhu	@Angeli Fernando

@Victor			
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## Meeting

### Action Items / Decisions

discuss game content, features we want to have

talk about what resources we have → what people want to focus on

how far are we going with concept art

research how 1st and 3rd person model animations work

we need to talk about the modular kits

### Minutes

- Minutes
- about Confluence we will write Atlassian to see if they can give us access as we are students
- we will research another tool until next week



- tomorrow we need to go more in detail about how we want the game to be and include
- like the progression
- or what must have/ should have / nice to have
- tomorrow we also need to talk about what resources we have --> what do people want to focus on
- Micha would like a pair of artists to pick up the task of making 1 creature (except SFX + VFX)
- how far are we going with concept art?
  - tavern/Hub is the shop à smaller scale as entire town
  - about the modular kits
- might be dependent on style
- everything should have some sort of sound feedback
  - do we want music?
  - minimal UI
  - main menu, settings, hud, pause menu, death screen --> spectating mode

## Other Ideas:

- it would be funny to have NPCs in the town to entertain you as you wait for your friends
  - controller vibrates when you have a certain item
- is a little creature that has its heart outside
- when you hold the heart it starts beating
- little creature can't talk but it senses when enemies are nearby
- heart starts beating faster
- Ouija board --> gives you the ability to talk to the dead