Research Sync: kits, sound, vfx

Meeting Details

Organiser	Waiyaki
Date	Wednesday, 15 May 2024
Time	10:30 – 12:45
Location	MDH (Room 1.54)
Participants	All team Members

Agenda

I.	**Welcome**	⇒	Opening remarks.	Facilitator: Waiyaki
		→	Approve the agenda.	
II.	**Sound**	→	Explanation of Fabians sound exploration.	Fabian
		→	Next steps e.g. refinements and improvements needed.	10:30 – 10:50
		→	Is scope realistic and does it fulfil needs of the project.	
III.	**VFX**	→	Explanation of Zhu's VFX exploration.	Zhu
		→	Next steps e.g. refinements and improvements needed.	10:50 – 11:10
		→	Is scope realistic and does it fulfil needs of the project.	
IV.	**Modular kits**	→	Recap modular kit plans.	Viktor
		→	Make needed adjustments to fit with art goals and scope	11:10 – 11:30
	Break			**60 min**
V.	**Narrative Design**	→	Go over narrative confluence page.	Micha
				12:30 – 12:45
VI.	**AOB**	⇒	Address any remaining topics, concerns, or questions not covered in the agenda or that came up during the meeting	Waiyaki
				00:00 – 00:00
VII.	**Close Out**	→	Summarise the key decisions and actions from the meeting.	
		→	Note undiscussed items to be discussed either asynchronously or in next meeting.	
		⇒	Closing remarks.	Waiyaki
		→	Schedule next meeting or touchpoint.	00:00 – 00:00

Key

→	Informational
→	Discussion topic
→	Action item
⇒	Other

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Pre-Meeting

Date	15.May 2024
Time	10:15 - 11:45

Attendance

@katharinabornemann	@Micha	@Ole Ortmann	@Timon
@Angeli Fernando	@Waiyaki	@zhaoliang zhu	@Valeryia
@Ana	@Victor		

Meeting

Action Items / Decisions

we will use placeholders for level design → then replace with modular kit models

Minutes

Sound

- we cannot talk about this because Fabian is sick

VFX

- Zhu has been doing exploration

- will now start with specific tasks

Modular Kits

- gonna start planning out levels with placeholder assets

- then we can replace with actual meshes made by artists

Narrative Design

- there is a page in the GDD with lore

    o [Worldbuilding and Lore](#)

<Break> → until 13:00

Level Design

Goals:

- determining size of level

- figure out if we transition from Map to Map or everything is one big Map

    o ask Ole → transition, multiplayer aspect

- rough first layout

Decisions:

- one big map with everything

    o HUB and dungeon entries are notphysically connected, but players get teleported further away

    o in case we want to change it later, we can cut sections

- we should create a system for the namings and organizing Outliner

    o using folders, renaming cube assets

- we work on parts of the map in our own maps, then copy them over to the Big Main Map

To Dos:

- collect some village (HUB) references (for visual imagination)

- make some sort of Hub prototype with 2 houses and 1 entry to the cave

Meeting Continuing

- Micha highlights the asynchronous discussions

- all documentation will be on Confluence