# Pre-Meeting

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

### Attendance

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| --- | --- | --- | --- |
| @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:
  + Micha said that we start by blocking out and switching the meshes.
* Micha made a character progression chart:
  + 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:
  + Victor said that it won’t be VFX heavy.
  + Micha would like cool environment effects and a rune stone as communication device.
  + Ole mentioned that we may need blood, torches, and energy orbs (mage class) as VFX.
  + He said that god-rays would be a nice addition - highlighting the object through light coming from a hole in the roof.
  + Micha showed lighting reference from 'Ashen', mainly the lamps used in the cave. He said that we will use torches instead.
  + Victor asked if the player can see without any torches.
  + 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.
  + 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.
  + We decided to go with “MK\_Name“.
* We decided on having a level exit between areas instead of using transitional modular kits.
  + 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.
  + Micha said that we should separate tasks based on area of work.
  + 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.