# Meeting Details

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

# Agenda

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| **Welcome** | * Opening remarks. * Approve the agenda. | Facilitator:  Waiyaki |
| **Sound** | * Explanation of Fabians sound exploration. * Next steps e.g. refinements and improvements needed. * Is scope realistic and does it fulfil needs of the project. | Fabian 10:30 – 10:50 |
| **VFX** | * Explanation of Zhu’s VFX exploration. * Next steps e.g. refinements and improvements needed. * Is scope realistic and does it fulfil needs of the project. | Zhu 10:50 – 11:10 |
| **Modular kits** | * Recap modular kit plans. * Make needed adjustments to fit with art goals and scope | Viktor 11:10 – 11:30 |
| Break |  | 60 min |
| **Narrative Design** | * Go over narrative confluence page. | Micha 12:30 – 12:45 |
| **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 |
| **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. * Schedule next meeting or touchpoint. | Waiyaki 00:00 – 00:00 |

### Key

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| * Informational * Discussion topic * Action item * Other |

# Pre-Meeting

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

### Attendance

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| --- | --- | --- | --- |
| @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
  + [Worldbuilding and Lore](https://crunchybits.atlassian.net/wiki/spaces/DC/pages/66093062)

<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
  + ask Ole → transition, multiplayer aspect
* rough first layout

Decisions:

* one big map with everything
  + HUB and dungeon entries are notphysically connected, but players get teleported further away
  + in case we want to change it later, we can cut sections
* we should create a system for the namings and organizing Outliner
  + 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