# Pre-Meeting

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| --- | --- |
| Date | 31.May 2024 |
| Time | 11:00 - 12:30 |

### Attendance

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| --- | --- | --- | --- |
| @Waiyaki | @Micha | @Ole Ortmann | @zhaoliang zhu |
| @Victor |  |  |  |

# Meeting

### Action Items / Decisions

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### Minutes

what do we want for verticle slice

* own folder for better source control
* use source control channel
* write guidelines for merging into dev
* pre build meeting
* item network thing
* combat first iteration
* UI in

* Fun-Guy reiteration
* Quaso Snake shalleth be done soon
* Spider- Mosquito thing first iteration
* Maybe cat burglar?

* backpack
* crystal item
* vase world object
* grappling hook
* MK Cave
* MK Mine
* MK Scaffolding

General Goals

* figure out big POIs
* more map
* Character iteration (Hands + Third Person)
* zhu is looking into god rays, water, dust