Meeting 23/10 from 12-14

Agenda:

- Tech Talk with Johnny

- Kanban and time scheduling with Mark

- Mood board presentation and discussion with Martin

We are going with Unity. This is the most suitable. All of the engines can be used, but Unity is easier and at least I know we (designers) also have a little experience with its interface. Johny will set up a tech pipeline over the weekend.

In general, when sharing projects or code we will be going through Git.

We have agreed on **mandatory meetings on Mondays from 9 - 12**. Besides that, Monday works well for planning activities where we need to be together. On Wednesdays we may also have time to sit down together and evaluate. On Thursdays, it is possible for tech and design to meet up in the teams respectively. Not for making a lot of decisions, but if time would be well spent together. Fridays can work as a good going-into-the-weekend-kind of meeting.

In discussing the lead roles: it is important for everyone to contribute, but leads have a position for a reason. Design lead is not there to prescribe the design, but since Martin both pitched the idea and is lead, his account can bring cohesion to the different ideas we may come up with individually. He has final say on design matters.

Tasks:

Something we can do over the weekend: brainstorm, look for motivation and influence, play games!

- Look through Martin's mood board and note down thoughts: if you feel areas are not presented (music) feel free to prepare some thoughts on that too.

- Look through Martin's prototype to understand FMod logic

- Everyone: send over links for different assets for Unity that you think could be of use to me, Mark. I will put them together in a document for you to peruse at your own will. You can do this whenever throughout development.

- Mark: write Ronny with regards to FMod Unity integration. I'll make him talk.

- Johny: prepare production pipeline