General Notes:

- Ferris currently working on the Unity build of the factory inside Factory.Unity.

- Nikki talked with Ferris about getting an overhead map/layout of the Factory as well as the Parking lot.

- Programmers also touched base and agreed to have some kind of inventory menu to view clues throughout the lifetime of the game (as compared to just the clue board in the apartment.

   - The Pause Menu Nikki built is a good framework for this.

Notes on Parking Lot:

- We need a sketch of this lot & clear indicators of how it connects to the Factory.

   - i.e., the Parking lot is technically a physically separate location/scene from the Factory itself.
   - At what point of the map do we switch to the Factory?

- We should have barricades that encapsulate the lot itself to keep the Player from escaping.

- Suggestion from Dan: Should there be a car Model in the lot that the Player always spawns at?

   - We don't even need other cars in the lot really, because it ties into the theme of being

the only person working there.

- What distinct features are in the lot (e.g. trash, weeds poking out of asphalt, a gravel/stone pathway) that would be relevant to the Artists?

- Note: Might need to place an empty shell of the factory in this scene to make it clear that the player is entering the location.

- Note for the writers: When a work shift is completed, does the player exit back through the parking lot?