

Meeting with Nikki, Dan, & Ferris - 11/5/25

Wednesday, November 5, 2025 10:38 AM

Dan:

- Needs the finalized Factory Map.
- Nikki rebased Ferris' branch so he's up-to-date.
- Converting "RayCast" to "box Cast"

(Improved system that fixes the Spinning & other issues)

Ferris

- Go into Unity & recreate what he did in Maya.
- i.e. putting everything into Unity because it is technically different pieces.
- Needs to reach out to the Artists to figure out how they want to create & export the textures.

Possible Asset Pipeline

Wednesday, November 5, 2025 10:56 AM

Ferris working
on building

Artists applying / designing
textures for map

Final building

Final textures

Ferris applies textures
they have created