

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

