Opening Meeting Notes

12/12/20

Notes

Pick engine: UE4

Start project file

Get everyone up to date on the idea/ on board with the idea

Pitch any new ideas

Get everyones availability

Setup meeting times

Discuss art style

Create plan of action

Time period: ambiguous, things out of the place in time,, looks like it could be 1930s, could be modern, abstract

Cody: next week works, free after that

Christian

James: unemployed, Lin

Marcy: Lin

West: on break, working on another game

EL:

Christian

Ryan

Brendan:

Weekly meeting:

Deadlines:

Retro futurism

Time loops

19th out