**Meeting Minutes:** Game Development Masterclass

**Attendees:** Adam and Richard

**Date:** 02/10/2023 Week 2

**Discussion Points:**

**Ranged Attacks:**

Discussed the mechanics of ranged attacks, focusing on whether they should be directed where the character is pointing or where the cursor is located.

Considered the role of the mouse in dictating the character's facing direction.

**Project Management:**

Updated the Trello board to reflect current progress and tasks.

**Game Design Decisions:**

Agreed that the in-game shop will be a physical location within the game world, rather than a UI element.

**Action Items:**

**Richard:**

Design a font that aligns with the cyberpunk theme (distinct from a futuristic style).

Create a unique currency symbol and develop the currency system.

Work on randomizing player backgrounds and names.

Make the currency system modular and integrate it into the GameManager.

Implement saving game data using JSON.

**Mike:**

Responsible for building game elements to specified requirements.

**Adam:**

Complete the modeling of the road.

Work on developing the attack mechanics.

**Additional Notes:**

The meeting focused on refining gameplay mechanics and advancing the development of game assets.

The team is making progress in both design and technical aspects of the game.