**Meeting Report**

03/02/20

2 hours total- all here

Shrunken artist/protagonist made of art supplies or mini

Enemies are drawings/art

Unreal!

*Actions:*

*Sam will set up a github and research UE4*

*Dan and Charlie will look at UE4*

*Paul will look for models/environments*

*Connor starts an art board/enemy designs*

05/02/20

2 hours total- all here

Ratchet and clank but FAST

Enemies can be killed at speed, multiple movement options available

Possible backtracking with movement options not unlocked yet?

Locked camera that follows movement (think Mario 3d world)

Various technologies open themselves up to this- wall riding, double jump all possible

Unlocked after completing a level(?)

Graded on speed and points at end of a level (like sonic)

Enemies must be attacked at certain timing or you collide with them and take damage

06/02/20

2 hours total- all atleased showed up

Key ideas for weapons and controls made

rough level planning and potential threats

agreed to have weapon design split to be one person's vision and to roll with what we have

We want to get things done as quickly as possible as everyone is keen to start development but it must be done WELL!