**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