Weekly Supervisor Meeting 3

1. Project Title: Dark Fantasy Armoury 3D Scene

2. Supervisor: Artur Machura

3. Objectives for Period (max 100 words): act upon feedback and suggestions, complete asset development, optimise scene prototype, complete all documentation and begin materials production and armour modelling.

4. Summary of Progress for Period (max 200 words): large progression in modelling and made initial scene prototype with basic materials, presented and received feedback. Continued documentation.

5. Problem Areas and Suggested Solutions (max 100 words): complexity of modelling required for armour; research should help in this area. Materials development is difficult also with the same solution (research).

6. Objectives, Deliverables & Plan for Next Period (max 100 words): Documentation submission, scene prototype presentation, development progression. Plan is to work on documentation initially to close it out for Friday, then over the weekend act upon feedback and improve scene prototype in time for next meeting date.

7. Comments (if any, max. 200 words): Q&A / peer reviews: Context for GDD is required (like a backstory), Height variance is good for the split room scene, use a plane for the grout in the floor, Armoury need a maintenance area, need to get working on armour modelling, use blockouts in the scene prototype when assets are not ready.

8. Date of the Meeting: 06/05/2025

9. Date of next Meeting: 12/05/2025