**Weekly Supervisor Meeting**

**Project Title:** Sci-Fi Lab 3D Scene Pixel-Art

**Supervisor:** Artur Machura

**Objective for Period:** Complete the 1st floor of the level with minimal use of particles or animation.

**Summary of Progress for Period:** Completed the 1st floor of the level successfully, began doing more detailed texturing on various props and decorating the level as I deemed fit for the floor, currently does not possess any broken or trashed items as that will come in the polishing stage.

**Problem Areas and Suggested Solution:** The level layout does not make a lot of sense regarding the potential game it could have been due to the tight corridors and only a single entrance to most rooms making it a very linear progressive map. The normal maps for the textures are also broken and not functioning as intended.

**Objectives, Deliverable & Plan for Next Period:** Fix the blockout of the 2nd and 3rd floor of the level to include more loops and avoid making it as linear. Enlarge all the textures by 2 to 4 times to allow more pixels to create the normal function as intended.

**Comment:** None

**Date of the Meeting:** 6/5/2025

**Date of the Next Meeting:** 12/5/2025