**Meeting Protocols – Fragments (Brain Drain Interactive)**

**03.06.19 – 2nd Meeting**

* Presentation of personal game concepts created over the weekend
* Feedback and discussion of every concept
* 1 favorite concept per group member was picked
  + Factory Simulator (Daniel) *1 final vote*
  + A Flicker In The Dark (Lars) *5 final votes*
  + Fragments (Trix) *6 final votes*
  + Memories (Thiago) *3 final votes*
  + Eradication One Step At A Time (Alex) *0 final votes*
* Voting on final concept
* Settled on **Fragments** as final concept
* Review and discussion of logo scribbles by Trix and Alex
  + Decided to create a final render of #3 and #4 (by Trix) and the brain sponge (by Alex)
* Enumeration of potential problems
  + Find a way to animate a character in different physical states
  + Settle on a primary mode of storytelling
  + Figure out the aesthetic style of the world
  + Find a way to avoid backtracking in level design
* Alex and Trix: Creation of a visual mood board and world sketches
* Thiago and Lars: Explanation of certain programming concepts in Unreal Engine
  + Saving and loading
  + Macros and libraries
  + Connecting Unreal Engine to GitHub
  + UMG (widgets)
  + Blueprint components
* Thiago: Elaboration on the “How to GitHub” guide
* Reviewed mood board and companion/world scribbles
* Updated hack’n’plan
* Wrote an in-depth version of the concept

**05.06.19 – 3rd Meeting**

* Everyone can work around 40 hours per week
* Learning tools and working on the game should be split into different tasks
* On tasks with multiple team members, everyone should log their individual work time
* Decided to NOT include a companion
* Decided to unlock the body parts in pairs
  + Head -> Legs -> Torso -> Arms
* Presented and discussed body part stories
  + Accepted cowardice story the way it is
  + Dismissed original stability idea
  + Decided to focus on aspect of balance for the torso (work-life-balance)
  + Dismissed original strength idea
  + Decided to focus on the physical destruction of somebody else’s work (statue of himself to go full circle)
* Decided against having body parts encapsulated in glowing orbs to grant more freedom in level and puzzle design
* Reviewed first music theme draft and gave feedback
* Agreed on all 3 proposed ability mechanics
  + Running up walls
  + Breathing out air
  + Stretching your arm to launch towards a location
* Trix and Thiago: Finished the Ripomatic
* Alex and Lars: Finished the One Sheet Overview
* Daniel: Set up categories on Spaces for deliverables and blog entries
* Alex and Lars: Laid out the structure of the first pitch presentation
* Alex: Further graphical concepts
* Thiago: Researched and set up Git LFS (for himself and Alex so far)
* Trix (and Lars): Created backgrounds and icons to polish the look of the presentation
* Mentioned and discussed scope issues with current project
* Decide to postpone these discussions until the presentation is done

**06.06.19 – 4th Meeting**

* Fine adjustments of the presentation
  + Swapped order of the first two slides
  + Rearranged mood board
* Distributed slides to team members
* Practiced presentation twice and measured duration
* Scope discussion
  + Keep current concept and structure
  + Most work demanded by the animations
  + About 20 3D assets for the actual areas
  + Work with landscape tool and foliage
  + Distribute workload to non-artists
    - Daniel: 3D hard-surface modeling
    - Thiago: Mathematical aspect of shaders
    - Lars: Painting foliage, visual effects in code / material editors
  + Create level outline for first area as quickly as possible to get an overview of what is needed
  + Need to write an extensive list of all assets required and estimated duration to complete them
* Decided to create visuals related to memories in 2D and put them in the 3D world
  + Some of the art workload shifts to Trix
  + Consistent visual separation of memories and actual objects you can walk on and interact with
* Uploaded deliverables to Spaces

**11.06.19 – 5th Meeting**

* Talked about current Hack n’ Plan workflows
  + Decided to keep tasks in the boards they were originally created for – even if the task wasn’t finished when the board was due
  + Instead, a new task will be added to the board. The title and description should state that this is a new iteration of an already existing task
  + Added a “meta” category for tasks only remotely related to the project itself
* Reviewed character and HUB concepts by Trix
  + Decided to go for a combination of floating meshes and smaller landscapes (meshes for the hub, landscape for the levels)
  + Considered changing the color of the arm area from green to purple
    - Green not really associated with physical violence and destruction
    - Purple used for storm warnings, even worse than red in this sense
  + Agreed on all other colors
  + Doors should not be portals but organically and seamlessly connected to the area
* Tested the wall running prototype programmed by Thiago
  + General movement works perfectly, just looks weird because of the animation
  + Needs a little bit of polishing and the overall slow-down while moving on walls
* Discussed the new level concepts by Daniel and Lars
  + Agreed with all general concepts
  + Need to communicate visually the document piles (area 2) can’t be pushed
  + Decided to exchange the birthday party setting of the arms story for a sculptor who’s friends with MC and secretly in love
* Reviewed and discussed level 1 prototype
  + Need to rethink the overall idea, feels a little static right now
  + Maybe have fire follow up to the locations of the memories?
* Agreed on the general way memories are represented
  + Decided to put drawn 2D scenes in fragment shape
  + Little bit of depth to it, bit of 3D
  + Dissolves when looked at for some time, can’t be revisited
* Reviewed level 3 prototype
  + Agreed to keep the overall layout and look
  + Decided to artificially block the way back with e.g. a statue falling down
* Discarded the idea of decals for color accents because of performance reasons
* Talked about title ideas -> decided to postpone the decision, no clear favorite so far
* Read through the ability breakdown and agreed on every aspect of it
* Remembered and decided to do the falling “animation” in code
  + Body parts should disassemble, fall down, and reassemble on the ground
  + Should happen quite quickly so control is no taken away forever
* Agreed on a general direction for the user interface and menus
  + No elements on the HUD during gameplay except for crosshairs and tutorial displays (no text, just device scheme with highlighted buttons)
  + 2 menus -> main menu and pause menu
  + Decided to aim for an UI without any text at all
* Settings will be added if there’s some time at the end
  + If so, focus on basics like volume, contrast, brightness
* Talked about the saving and loading system
  + Game should be auto-saved
  + Saved when you enter an area and when a new body part is picked up
  + What should be saved?
    - Collected body parts
    - Position of the player
    - Settings if there are any
    - State of the areas
    - Found memories
* Decided to add gamepad support
* The used device will be detected only when the game is started (no continuous detection)
* Allowed designers to place memories on the way back from an area
* Discussed first pitch presentation
  + Will not use Lars’s laptop anymore
  + Good to practice before
  + Next time, start with the presentation 2-3 days before the date
  + Keep the general slide look
  + Despite technical difficulties, everything went quite well
  + Time management was very good
  + What will be exchanged for the next presentations will be discussed then
* Set up new tasks for everyone on Hack n’ Plan
* Agreed to keep the main music theme made by Daniel
* Logged meeting hours
* In the next meeting, we’ll dive into some art tools of Unreal Engine 4
  + Animation
  + Particles
  + Landscapes

**12.06.19 – 6th Meeting**

* Reviewed current state of the hook shot ability
* Thiago: Fixed rotation issue with the hook ability
* Alex: Worked on protagonist’s 3D model
* Introduction to art tools in Unreal Engine
  + Animation
    - Common assets, play rate, root motion
    - Blendspaces 1D, what they are and how to use them
    - Use cases for animation montages and composites
    - Animation blueprints and transition rules
  + Particle systems
    - Looping effects and play once effects
    - Structure of emitters and modules
    - Examination of the most common modules (spawn, lifetime, color, …)
    - Asset data module to change the overall type of emitter (to e.g. meshes)
    - Setting up materials to be used in particle systems
      * Two-sided materials
  + Landscapes and foliage
    - Managing and sculpting terrain
    - Painting simple foliage
* Alex: Continued with the character model
* Trix: Sketched fragment shapes for the memories
* Thiago and Lars: Ability implementation discussions
  + Reviewed hook functionality once more
  + Decided to add a third crosshair state when aiming at something solid that is too far away
  + Decided to not let players grab onto ledges -> instead, pillars are used to show where the hook may be used
  + Apart from that, ability has all the features it needs so far
  + Went through the current setup of the torso ability
    - Talked about the possibility of replacing event tick by a timer for performance reasons
* Decided to have the next meeting on Tuesday, 18.06.19, at 10:30