**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