**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