Meeting Agenda:

1. Garry's Mod, Murder
   1. Anyone play it. May be something to look at for inspiration
2. Conner
   1. I've tested your room and first person. It works great!
   2. Loved the jump and sprint options
3. Andrew
   1. Loved the ideas you've added
   2. What do you think is the next step from your ideas?
4. Sean
   1. Good job on the concert art. It looks great.
      1. Andrew's thoughts. Does it match your vision?
   2. Character model and animation progress
5. Reminders
   1. Join the Teammates thing that you joined
      1. Not survey needed, just need to join
   2. Card recording
      1. Before you start working on a card, record estimated hours
      2. After you're done, record total hours actually spent

Meeting Notes:

* Concept Art
  + Need to do a bit more before we move away
  + Want an exterior and specific room.
* Inventory
  + Should items be cards and cards appear in hand
  + Should there be a hud to hold all the items and mouse over shows a card of the item
    - Going with this idea for this semester. Persuing other later on.
* What needs to be done?
  + Find asset pack for furniture (Andrew)
  + Character stats (Andrew)
  + Import character models (Conner)
  + Inventory when pressing TAB. Item inventory. (Jason)
    - 4 or 5 items max
  + Schedule (Jason)
  + 5 character models (Sean)
    - Man
    - Woman
    - Man 2
    - Woman 2
    - Man 3
  + 2nd Concept Art Piece (Sean)