Meeting Minutes – Sept 11

**Textbox**:

Decided to create a UI mock-up or rough draft for an in-game screen with the textbox. The draft, a rough drawing done by hand or with Paint, should cover the entire screen, including details such as the title of the location or time of day.

**Music Style:**

The music theme should be urban fantasy. In order to learn everyone’s taste in music, we should each find three samples of bgm we would like to hear in the VN to the meeting next week. The three main themes of music we should find are: everyday, battle and emotional. We can decide on what music would fit the VN best after comparing the music we each will have brought.

**New Meeting Format:**

A Skype meeting should also occur every week from now onwards. The purpose is to take an overview of our task board progress and discuss topics written in the meeting agenda documents. This should take roughly one hour and include only light topics. Deeper discussions should have its own separate meeting with its relevant members only.

**Character Colouring**:

Fake MC – looks too hot and shounen. The fake MC is meant to be similar to the real MC. The difference between them is that where the fake MC fails, the real MC succeeds.

Mr President – Too yellow. Good that the colours stand out but does not feel quite right.

Real MC – colour is good. Something needs to be done with the hair.

**New Designs:**

Create new design for the baddie in the prologue and the fake heroine. Refer to Rokka no Yusha’s Flemie for design on fake heroine.

**Backgrounds in the Prologue:**

The following backgrounds appear in the prologue:

* Fake MC bedroom – where he wakes up.
* Random Street (Morning – going to school, Afternoon – goes out after school).
* School classroom seat by window – sits by the window.
* School roof top – talks to student council president.
* Alleyway – leads to workhouse.
* Workhouse – baddie scene occurs.
* Overview of town in the evening with the full moon, if possible.

Note: We should also try to find a different way to do backgrounds. Gary suggested that there may be a way to take photos of real locations and use Photoshop to make it look as if the place was drawn. Further research needed for this.

**Future Creative Staff:**

Up to Wan and Gary’s discretion.

**Gameplay Effects:**

Flame used for transformation, if possible. Voice and sound effects should also be taken into consideration.

**Assignments** from Johnson:

1. **Gary** to create 3 issues for each of these backgrounds: bedroom, random street (morning and afternoon), school classroom (seat by window)
2. **Wan** to create 4 issues for each of these backgrounds: School rooftop, Alleyway, Workhouse and Overview of the town (evening with full moon)
3. **Johnson** to verify prologue so Gary can start on the script.