Summer Project

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| July 9, 2017 | 9:00pm |  |  |

## Meeting Notation – Recorded by James Aiken

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|  | Individual Reviews - James |  |

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| Discussion |  |
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| Conclusions |  |
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|  | Individual Reviews – Josue |  |

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| Discussion | Done tutorials on Unreal Particle Emitter, and working to try to get specific effects that we need. |
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| Conclusions |  |
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|  | Individual Reviews - Kelly |  |

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| Discussion | Uploaded working files of models for architecture for Interior of the Temple. Each exported Model has a measurement sheet. No textures have been added, but sketches have been done. Some models have been unwrapped. |
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| Conclusions |  |
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|  | Individual Reviews - Matt |  |

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| Discussion | Character modeling is harder than expected. Original goal was to get it done by the end of July. |
| Models are improving, but it will still take time. | |
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| Conclusions |  |
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|  | Individual Reviews - Alex |  |

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| Discussion | Had to redo spike traps that were originally made because Matinee’s do not work. |
| Had to Modify positions, interpolation. Two basic versions of the spike traps are set up. Alternating trap works on it’s in in Blueprint. | |
| Pressure Plate based spike trap works with pressure plates on blocks that are not the path. | |
| Conclusions |  |
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|  | Level Design Review |  |

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| Discussion | This week we need to have a meeting to plan out the level better, give it more structure and assign measurements so we can greyblock. |
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| Conclusions |  |
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|  | Open Floor to Inquiries |  |

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| Discussion | Alex is supposed to be a Main Programmer for Gameplay related mechanics. So far James has done most of them. |
| James will be giving Alex a copy of the project that has the working mechanics and puzzle pieces to see what we have, and he can make adjustments and add onto them. | |
| Kelly has an Excel sheet anyone can add too for model requests for the level. | |
| Conclusions |  |
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|  | Tasks Moving Forward |  |

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| Discussion | Work more. There’s about a month and a half left of the summer until school starts and the project is still in it’s early stages. If we want to get this done in time we need to put more work into it. |
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| Conclusions |  |
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