# Minutes 01-04-24

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## Chintan

### Updates

- Working on the texture aspect of the roads.

### Feedback

- Use the textures in the new project to create a road. The textures can later be edited to look like a road.
- Don't modify the ghost prefabs (some car prefabs), as they can corrupt the project.

### Tasks

- Build a road on the new project.

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## Leo

### Updates

- Faced issues when placing a car prefab in the main scene (ghost prefabs are hard to edit and edits corrupt the project).
- The current version's physics are more realistic.
- Will try to get more volunteers from Professor Tiomkin.

- Will work on the car prefab and the driving experience.

# Feedback

# Tasks

- Find a way to bring a car prefab to the new project.
- Try to recruit more volunteers.