# Minutes 10-25-23

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# Ayush

## Updates

- Worked on player-mounted camera.
- Currently debugging the player-mounted camera.

## Feedback

## Tasks

- Research player-mounted vs scene cameras impact on RAM.
- Keep working on FOV.

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# Urja

## Updates

- Placed some buildings on the scene.

## Feedback

- Focus on the grid.

## Tasks

- A grid plan: A city or neighborhood to be used as reference. 1 mile diameter. Provide a time estimate for the grid and a plan of action (weekly deliverables and delivery dates).
- Provide an estimate of how to measure one mile (distance) in the scene. Suggestion: Find out a straight track's measurement and use it as ruler.
- The grid must include the origin (0, 0, 0).

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# Chintan

## Updates

- Placed some clouds, rocks, and trees on the scene.

## Feedback

- Focus on the grid.

## Tasks

- A grid plan: A city or neighborhood to be used as reference. 1 mile diameter. Provide a time estimate for the grid and a plan of action (weekly deliverables and delivery dates).
- Provide an estimate of how to measure one mile (distance) in the scene. Suggestion: Find out a straight track's measurement and use it as ruler.
- The grid must include the origin (0, 0, 0).

# Leo

## Updates

- Found a deployable project where multiplay and backfill may work. Still testing.

## Feedback

## Tasks

- Deploy and test the sample project.