

# Extra meeting

2023-01-27

**Time:** 2023-01-27 16:00

**Place:** Distans, Discord

**Called:** Martin Blom, Felix Jönsson, Hannes Kaulio, Arvid Nyberg, Marcus Schagerberg, Jakob Windt

**Attended:** Martin Blom, Felix Jönsson, Hannes Kaulio, Arvid Nyberg, Marcus Schagerberg, Jakob Windt

Secretary: Martin Blom

Adjuster: Hannes Kaulio

## 1 Opening

Meeting open, no additional

## 2 Approval of previous meeting protocol

Hannes Kaulio

## 3 Notes

- Look at Edy's car physics (Assets to buy)

## 4 MVP

Work areas

- Car - 1. Working physics model, 2. Car steering (manual and scripted)
- Map - 1. One road system as a small circular track, 2. One as a small block.
- Road Architect - 1. Lane generation, 2. Change default materials
- Cameras - Menu for switching between cameras and keybinds. Overview cam, car follow cam, free cam, car FPV. Extra: car selection

## 5 Discussion

## 6 Decisions

- It was decided to use Road Architect for building roads.
- It was decided to use Unity's new input system.
- It was decided to use Unity's new UI ToolKit