**COMMUNIST PROGRAMMER’S PARTY**

Project Digitalization

**Minutes of the Meeting**

Project Lead Meeting 1

**DETAILS**

* **Date**: September 02, 2024
* **Time**: 1:00 PM
* **Location**: Communist Programmer’s Party Discord Server
* **Attendees**:
  + Adrienne Clark Atim
  + Marc Victor Velasquez

**AGENDA**

Main Story Adjustments

* Marc Velasquez suggested some changes to the direction of the main story. The following changes were proposed:
  + First is the introduction to the concepts of the Digitalization phenomena where humanity claims where gifts from the beings above. This granted them God-like powers. However, due to humanity’s desire for more power, it ended up destroying their sense of humanity alongside the very world they live in.
  + Second is the environmental storytelling will be an essential part of the main story. The world is filled with desolate environments but with a bit of cyberpunk aesthetic.
  + Last are the beings (who are not human/s) that wander the world being those born from the Digitalization phenomena, whether it is born naturally from the phenomena or was created by humanity.
* Adrienne Atim also shared his progress regarding the story for Project Digitalization. The following progress were made:
  + The world order of Project Digitalization will be faction-based, with two factions being the major players.
  + The main protagonist of Project Digitalization is affiliated with one of the world’s factions.
* A summary of the story of the game through Project Digitalization’s game design document.

Character References

* Adrienne Atim suggested the references for two of the main characters for Project Digitalization:
  + The male protagonist is based of Lelouch vi Britannia from the Japanese animation series Code Geass. The costume will also be like Lelouch vi Britannia from Code Geass alongside Joker from the Japanese video game Persona 5.
  + The female character is based of Rei Ayanami from the Japanese animation series Neon Geneses Evangelion. Although the personality will be much bolder than the reference’s stoic personality at the beginning of the Japanese animation series. No references for the costumes were provided.

Prototype Development

* Marc Velasquez commenced the development of the gameplay prototype with the Godot game engine (.NET version).
* The prototype will not contain the actual assets for the game since the focus is on the gameplay as well as developing the game’s toolkit.