**COMMUNIST PROGRAMMER’S PARTY**

Project Digitalization

**Minutes of the Meeting**

Project Idea Meeting 1

**DETAILS**

* Date: September 10, 2024
* Time: 1:00 PM
* Location: AUF University Library 4th Floor
* Attendees
  + Adrienne Clark Atim
  + Ivan David
  + Aris Justine Dizon
  + Marc Victor Velasquez

**AGENDA**

Presentation of References

* Marc Velasquez showed some of the references used for the development of Project Digitalization such as Square Enix’s Octopath Traveler and Arc System’s River City Girls and River City Girls 2.

Art Style Revision

* Adrienne Atim requested if it is possible to go full-3D on the game, ditching the 2D sprites of the characters and certain environmental elements.
* Marc Velasquez presented the possible art style to use. A 3D model that is akin the polygon counts of the Nintendo 64 and the original PlayStation 1.

Gameplay Revisions

* Adrienne Atim suggested the removal of the timed-based attacks from the Mario & Luigi RPG series and instead go for Atlus’ Persona’s battle system. Aspects such as the positioning of the characters as well as the camera angles and positions are some of the elements Adrienne Atim would like to implement for Project Digitalization.
* The suggestions can still be modified according to Adrienne Atim.