**COMMUNIST PROGRAMMER’S PARTY**

Project Digitalization

**Minutes of the Meeting**

Development Machine Setup 1

**DETAILS**

* **Date**: September 10, 2024
* **Time**: 11:00 PM
* **Location**: Communist Programmer’s Party Discord Server
* **Attendees**:
  + Adrienne Clark Atim
  + Marc Victor Velasquez

**AGENDA**

Preparing the Producer’s Development Setup

* Marc Velasquez, the producer of Project Digitalization, has decided to prepare a development setup with Arch Linux. The hardware being used is Sony’s PlayStation 4.
* Adrienne Atim guided the producer on the procedures of installing the customized operating system on the video game console (now turned development setup).
* The installation ended in failure due to the lack of tools needed to install the Unity game engine.

Determining the System Requirements

* The minimum system requirements will be based on the development system of Adrienne Atim in terms of the GPU, RAM capacity, and Windows operating system while the CPU minimum requirements is based on Marc Velasquez’s current development system (not referring to the PlayStation 4).
* The recommended system requirements will be based on the development system of Ivan David.