

# MEETING REPORT

**Team:** Isekai

**Date of Meeting:** 19 April 2021

**Start Time:** 11:00

**End Time:** 12:30

**Meeting Location:** Discord

**Moderator:** Louis Ziko

**Recorder:** Klevis Ngjela

**Other Members Present:** Redon Basha, Kristi Cuni, Glaud Godeni, Jusild Kadri

**Members Absent:** None

**Topics Discussed:**

We discussed simple enemies we could add based on the assets we found. The player move set and skills we're all defined by the animations we found so we started implementing those. After discussing the player we came to the conclusion that some of the skills will be unlockable as the player progresses through the game. We also discussed how to handle scene transitions and visual

effects for the environment or the player.

### **Decisions Made:**

- We decided to add this player moves (run,crouch,slide, jump, double jump, wall sliding and wall latching) and for skills ( attack, air attack ,fireball and grappling hook)

- We decided to add 3 different types of enemy that are controlled by simple AI. One will be patrolling the place and will attack if the player stands near them. The second one will stay static and will attack player with a laser beam if he entered its attack range and the third one an enemy that will patrol and can not be killed by attacks but only by jumping on them(inspired by super mario games)

- We decided to create a simple scene transition when the player enters a specific area and created a fade in fade out visual effect for that. We also added some visual effects for the player like dust when he is jumping and fire explosion when the fireball collides with an enemy or the environment.

### **Time, Place, and Agenda for Next Meeting:**

- Next meeting May 03 2021 on discord.