

MEETING REPORT

Team: Isekai

Date of Meeting: April 12 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

Members Absent: Jusild Kadri

Topics Discussed:

After discussing with the professor on the specifics of the game and the game engine that we are going to use, we reached the conclusion that we should first acquire the assets and use them to create the npcs, the player and start setting up a simple stage to test them. Moreover each member was assigned roles as follows: Kristi, Louis and Redon will learn how to operate godot scripts meanwhile Klevis and Glaud will participate in creating scenes for the game and provide assets that might be used in the future. Jusild has yet to receive his role since he was absent during the last meeting.

Decisions Made:

- What assets to use and how to prepare them
- We should start creating npcs and test stages.
- Assigned starting roles (which might change in the future)

Time, Place, and Agenda for Next Meeting:

- Next meeting April 19 2021 on discord.