MEETING REPORT

Team: Isekai

Date of Meeting: 10 May 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 started discussions on NPC (Non Player Character) implementations and how they would interact with the main character. Some ideas were given with different interactions for the npc. We discussed the progress we made on implementing the state machine for the player. Finally we decided to give each person on the group time to come up with a level design for the game.

Decisions Made:

- We decided to go with the dialog box for interactions with npc's.

- Every member has to come up with a demo level design until the next meeting.

- Louis, Kristi and Redon will finish implementing the refactoring of the player with state machines.

- We decided to include more immersion in the game, with an interactable environment such as breaking or burning walls.

Time, Place, and Agenda for Next Meeting:

- Next meeting May 17 2021 on discord.