

# Art and Combat Design

GENERAL MEETING NO 0.1.11

## Meeting Details

Organiser	Name
Date	Wednesday, 14 June 2023
Time	13:00 – 14:50
Location	MDH, Room 1.42
Participants	All Team Members

## Agenda

I. Welcome	→ Opening remarks. → Approve the agenda.	Facilitator: Waiyaki 00:00 – 00:00
II. Previous Minutes	→ Recap summary of previous meeting → Have goals of previous meeting been met including outstanding action items. → Rediscuss any incomplete decision points.	Kathi 00:00 – 00:05
Stand-Up		
III. Combat Design	→ Overview of problem areas in the combat design <ul style="list-style-type: none"><li>▪ Enemy Attack Amounts</li><li>▪ Attack failure consequences</li></ul> → Discuss possible solutions	00:10 – 00:30
IV. Art Bible	→ Due date is imminent. → Create and delegate tasks to complete various sections of the art bible	00:30 – 00:50
Break		
V. Progress Updates	→ Overview of work to be reviewed. → Review and discuss any needed adjustments. → Finalise and gauge overall team satisfaction and determine forward path.  Team members <ul style="list-style-type: none"><li>▪ Kathi (VFX: Review)</li><li>▪ Victor (Character Animation: Review)</li><li>▪ Hendrik (Design Sheet, Animations: Review)</li></ul>	01:00 – 01:35

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<b>VI. AOB</b>	⇒ Address any remaining topics, concerns, or questions not covered in the agenda or that came up during the meeting	01:35 – 01:45
<b>VII. Close Out</b>	<div>→ Summarise the key decisions and actions from the meeting.</div> <div>→ Note undiscussed items to be discussed either asynchronously or in next meeting.</div> <div>⇒ Closing remarks.</div> <div>→ Schedule next meeting or touchpoint.</div>	01:45 – 01:50

## Key

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- Informational
  - Discussion topic
  - Action item
  - ⇒ Other
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## Notes / additional information

- Pre-reading material and links
  - N/a
- Questions raised between meetings.
  - N/a
- Side notes
  - N/a
- Etc.
  - N/a