* Cannes film festival post-mortem
* Accidentally deleted the 3 weeks of work - what I learned
  + Never use “Delete project” in unreal launcher, even if you moved the files, they will track it and delete what’s needed
  + Never put source file within the same folder as the game folder in case things like this happen again
* Source control
  + A repository has been set up
  + Unreal related stuff has been put in “Game”
  + Planning related document has been put into “Doc”
  + Completed art resource will be put in art source for backup. High res polygon stuff will be kept locally on Tai’s side because their file size is way too big
  + What is the limitation on git? Can it handle large files? Do we need to take advantage of git lfs? (large file storage)
  + If we are going to use git lfs, do we need to start paying for storage? ($5 a month)
* Discussion on what the end product’s going to be
  + Are we a platform that help organization like CERN to visualize their research to the public people?
  + Are we an educational app that teaches people science / visualize scientific phenomenon?