Pixel Brothers - MEETING 1 – 15/Jan/2014

* Keep the story very similar; person starts out in the house like in Pokémon where the story dialogue boxes open as he talks to himself giving the player insight on the back story.
* Instructions – The instructions are printed on the map itself. If the player runs into an enemy, it would be printed on the map saying press x to attack, or press space to drag the box.
* OR, the protagonist left notes to himself both giving insight into the back story and having tutorials and instructions.
* The gameplay will be more puzzle oriented having several puzzles each one unlocking the next upon completion.
* Maybe a few levels could have the ghost acting as the time constraint. And adding some fear to the game.
* Game will be top view.
* Examples of puzzle mechanics:

1. Box pushing.
2. Switches.
3. Enemies with some sort of follow AI.
4. Bridges/ground collapsing.
5. Flamethrowers/Timed objects.
6. Timed traps, timed gates.
7. Pits to throw AI enemies into.