Date: September 12th, 2021

**Participants: ALL**

**Regrets: NONE**

**Decision items:**

| * N/A (brainstorm session) |
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**Discussion items:**

| * Warp sword (improved from FF15) * Potentially other swords, maybe character switches between them * Alternatively, more of a Link-style of arsenal * Discussions on genre (platformer, roguelike, rpg, something else?) * Discussion on 2D vs 3D (no decision yet) |
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**Next meeting agenda\*:**

| * Major design decisions (mechanical basis, genre(s), 2D vs 3D) * Potentially establish first set of major roles |
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Date: September 19th, 2021

**Participants: ALL**

**Regrets: NONE**

**Decision items:**

| * Player will have multiple swords they can switch between (that is: decision to have multiple weapons, and only swords) * 2D isometric view * Assignment of roles will be held off until next week (when more design elements have been established) |
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**Discussion items:**

| * Different possibilities for sword powers * Potential narrative settings * Pros and Cons of 2D top-down vs 2D isometric * Discussion of what roles need to be assigned and what people are interested in working on |
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**Next meeting agenda\*:**

| * Assign major roles * Continue establishing design decisions |
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Date: September 26th, 2021

**Participants: ALL**

**Regrets: NONE**

**Decision items:**

| * 2D top-down view rather than isometric view * General narrative for game established * Plan to distribute roles as follows: * Sword mechanics and player movement: Dominique, Dann, Adrien * UI: Mohamad * Assets: Mohamad, Dann, Dominique * Enemy behavior (AI): Lee, Jennifer * Music: Lee |
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**Discussion items:**

| * Pros and Cons of 2D top-down vs 2D isometric (Part 2) * What roles need to be assigned and how |
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**Next meeting agenda\*:**

| * Status updates * Pre-proposal prep |
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Date: October 3rd, 2021

**Participants: ALL**

**Regrets: NONE**

**Decision items:**

| * Character, UI, and swords will be our assets, the rest will be from asset store * Adrien and Mohamad will speak, Dann will make slides |
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**Discussion items:**

| * Some progress notes: * basic character movement and some basic sword mechanics finished (movement, warp sword) * some character and swords assets completed * What to include in the presentation (genre, narrative, mechanics) * GDD updates |
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**Next meeting agenda\*:**

| * Status updates * Potential updates to roles |
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Date: October 10th, 2021

**Participants: ALL**

**Regrets: NONE**

**Decision items:**

| * Roles updated as follows: * Sword mechanics and player movement: Dominique, Dann * UI: Mohamad * Assets: Mohamad * Enemy behavior (AI): Lee, Jennifer * Level Design (and implementation): Adrien * Music: Lee |
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**Discussion items:**

| * Critiques from proposal * Some progress notes: * framework for switching/selecting swords implemented, red sword physics implemented * some VFX implemented * Dash added * Health and stamina system added (including UI) * Pause menu added |
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**Next meeting agenda\*:**

| * Prototype (presentation prep) |
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Date: October 31st, 2021

**Participants: ALL**

**Regrets: NONE**

**Decision items:**

| * To be completed before prototype presentation: * Player animation (rest of sprite sheet and implementation) * One basic level with puzzle (probably for blue sword) * At least one enemy (AI) * Mohamad will present, Dominique will make slides * New abilities for blue and yellow swords will be implemented to compliment red sword’s 3rd ability (berserk) |
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**Discussion items:**

| * What to include in prototype presentation (critiques review, progress so far) * Some progress notes: * Yellow sword implemented * Berserk mode added to red sword * Blue enemy sprites finished * Basic elements of main menu completed * Various puzzle designs proposed, to show off the powers of each sword |
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**Next meeting agenda\*:**

| -Progress updates  -Prototype critiques discussion |
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Date: November 14th, 2021

**Participants: ALL**

**Regrets: NONE**

**Decision items:**

| * Pits will be added soon for levels * Cooldowns on prep abilities will be added (with UI elements to indicate) |
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**Discussion items:**

| * Some progress notes: * Dialogue system added * Speed boost move added to blue sword, orb aoe added to yellow * Basic AI for blue enemy implemented (see previous meeting notes) * Some blue sword bug fixes * More VFX * SFX added (not music) * Basic level added * Need to up to up the pace with enemies * Prototype critiques mostly positive |
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**Next meeting agenda\*:**

| * Progress updates * Prep for final stretch |
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Date: November 21st

**Participants:** Dann, Mohamad, Adrien, Dominique

**Regrets:** Lee, Jennifer (upcoming exam)

**Decision items:**

| * Remaining tasks: * Make swords interactable with objects * Define behaviour for objects that fall in pits * Finish red and yellow enemies (AI) * Implement minibosses and bosses * Finish boss sprites * Implement remainder of blue level, the red and yellow levels, and the final boss arena * Dialogue * Music |
| --- |

**Discussion items:**

| * Some progress notes: * Pits, moving platforms, and objects added to levels * Transitions between levels added * Work on blue sword level has begun * Spritesheets for red enemy and mini bosses complete * Options and Controls Menu added |
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**Next meeting agenda\*:**

| * Final discussion (GDD mostly) |
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Date: December 5th, 2021

**Participants:** Dann, Mohamad, Adrien, Lee, Jennifer

**Regrets:** Dominique (assignment + upcoming exam)

**Decision items:**

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**Discussion items:**

| * GDD completion |
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**Next meeting agenda\*:**

| * N/A |
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