GAMES DESIGN MASTERCLASS

MEETING MINUTES 1

02 November 2021 | 10.30AM | discord voice chat

Attendees

Charlotte Spurgeon, Nathan Hessey, Connor Munro

Agenda

Discussion

Discussed the main idea of the game. Used the game jam generator to aid in producing an idea. We used the ‘environment changes you’ theme and discussed creating a puzzle game where each level has a different ‘power’. We finalised the idea and discussed different types of levels and powers, collectibles and what will happen in the end game.

New business

Play or watch the ‘Breath of the Wild’ shrine puzzles for inspiration. Begin looking for mood-board images and practicing VFX.

Next week’s agenda

Next week we have agreed that we will begin creating a GDD and a mood-board to help us figure out what the polished game could look like. We will also be setting up a Trello board and a GDD.

Adjournment

Charlotte Spurgeon adjourned the meeting at 12.30PM

Submission of minutes

Minutes Submitted by: Charlotte Spurgeon