GAMES DESIGN MASTERCLASS

MEETING MINUTES 4

04 January 2022 | 9.00AM | Room A2.14/A2.12

Attendees

Charlotte Spurgeon, Nathan Hessey, Connor Munro

Agenda

Previous business

All Team Members began discusses puzzle ideas for the levels

Connor presented his grey box of the prison cell

Discussion

Due to discovering that we had to create a vertical slice of the game, we decided to remove one of the levels and a power to focus on a single level. Originally we had Astral Projection and Water Bending but after discovering the difficulty and the scope of this, we decided to focus on telekinesis as it’s a lot easier to deal with in ue4.

New business

Designing a concept for the level layout and finalising the puzzles and what order they go in.

Next week’s agenda

All Team Members must complete a concept layout of the level (either drawing or grey-box)

Adjournment

Charlotte Spurgeon adjourned the meeting at 1.10PM

Submission of minutes

Minutes Submitted by: Charlotte Spurgeon