GAMES DESIGN MASTERCLASS

MEETING MINUTES 2

09 November 2021 | 10.30AM | discord voice chat

Attendees

Charlotte Spurgeon, Nathan Hessey, Connor Munro

Agenda

Previous business

Charlotte presented the beginnings of the water VFX to the team – got a basic Niagara system working along with the use of line tracing to make the water scale based on if it is hitting something or not.

Connor and Nathan took a look at the Breath of the Wild shrines and how to levels work and we discussed what they like and don’t like.

Discussion

We discussed a name for the game and set up a GitHub, Trello board and began the Games Design Document.

New business

Complete a mood-board EACH based on the visuals of the game with the inclusion of objects that can be physically used in the game e.g., 3D Models, Audio (include reference). Also continue working on the VFX.

Next week’s agenda

Next week we have agreed that we will work on the Game Design Document and start by filling out the game overview.

Look at everyone’s mood-boards and combine them together or pick the best one. This way we can get a good look at how everyone is visualising the game at this stage in development.

Adjournment

Charlotte Spurgeon adjourned the meeting at 2.00PM

Submission of minutes

Minutes Submitted by: Charlotte Spurgeon