GAMES DESIGN MASTERCLASS

MEETING MINUTES 3

16 November 2021 | 10.30AM | discord voice chat

Attendees

Charlotte Spurgeon, Nathan Hessey, Connor Munro

Agenda

Previous business

All Team Members presented their mood-boards and explained them

Charlotte Spurgeon presented the final water VFX but said there might be changes to its appearance as there is a scaling issue.

Discussion

We discussed the Game Flow summary and came up with how players will learn the basic movement of the game.

New business

Each team member has been assigned a task to grey box a level. Connor will be designing the starting level with the prison cell, Charlotte will be designing the Water level and Nathan will be designing the Astral Alignment level.

Charlotte will also be recreating the water VFX and modelling the elemental sprites.

Next week’s agenda

Next week we have agreed that we will miss a meeting for the Christmas break but agreed to have a meeting on the 30th of December to present the grey box levels, give feedback and continue with the GDD.

Adjournment

Charlotte Spurgeon adjourned the meeting at 1.10PM

Submission of minutes

Minutes Submitted by: Charlotte Spurgeon