9th Team Meeting Protocol | Experimental Games | 19.04.2020

1. **Progress Reports** from the different Departments

a. Design Team:

Moony: Researched Arrow behaviour. Question was raised how to make a visible **trail for the arrow**. Concluded that **particles** may be a good solution

Also discussed if we want to have **fired arrows sticking in environment** (Concern about amount of assets spawned? 3rd stage maybe)

Uploaded basic enemy concept. In discussion we **agreed to have two normal enemies + Boss**. Agreed that **secondary enemy** should have a **shotgun** type of weapon

Lars: Filled us in on the **character details and character voices**. Team is now called BONSAI.

Research about Horizon Zero Dawn and other games in terms of their shooting mechanics.

Reported defining half of the **devnotes**. **Character Limit of 400** desirable.

b. Art Team:

Alexander: Showed current state of the **environment kit.** Generally **favourable opinions**

Raised **concern about how hallway assets allow implementing turns**.

Showed current version of the **drone**: Gameplay critical **gun** of the drone **should be larger**.

Presented Light tests: team liked general direction

Robert: Created the **bow**, agreed that general design of bow and glove is cool

Agreed to **postpone animation to 3rd or 4th** stage.

Discussed whether to have **iron sight** view or not. **Decision postponed** to after tests

Asserted that **adjustment to arrow design maybe needed** (More sharp shapes in for the arrow, increase visibility of arrow tip)

Found that the **bow should be rotated to different angles** depending on different gameplay situations

c. **Programming:**

Presented updated **bow behaviour**: arrow drops, shot can be charged,

Presented current state of **movement behaviour**: **dash implemented** (max movement speed can be adjusted in variable), **implemented acceleration** for the movement. Currently experiencing **bugs with logarithmic acceleration** function

Implemented a first version of **developer notes editor GUI**.

Informed that all **new features are available for testing in the test scene**.

Agreed that **buttons** for new gameplay features **should be communicated immediately after implementation**.

Agreed to have **no character limit for the notes**.

Informed that **enemy is not working** currently

2. **Pitch** the different **Boss fights & decide on one**

Moony: Boss that has giant eyes. Closing them allows the player to deal more damage. However closing them all sets of a rampage.

Lars: Armordillo-400, Creature protect body areas that have been hit before. Lady Robee: Boss spawns minions that either protect the robee, or attack the player.

Team postponed decision, documents uploaded to git. Voiced **worries about difficulties** implementing complex mechanics and animations

3. **Review open tasks on Hack'n'Plan**

Most tasks are done, feature specification needs to be done soon

Agreed to **get rid of the grid texture in stage 1**,

Stage transition needs to be implemented

Devnotes content needs to be written

Agreed to make **decision about exact features of the bow Monday**

Robert takes over drone development, needs more information on guns

Robert uploads bow and implements it in the engine

Agreed that the implementation of the **second stage level design will commence on Monday** (Moony and Alex)

Dru needs to **fix the devnote prefab**

4. **Discuss buying SceneFusion** as a team

Agreed to buy SceneFusion

5. **Short Review** of current collected **QA Questions**

   Reminded people of the channel, wrote down two more questions.

6. **Plan <u>W</u>ork until Tuesday –**

   Moony and Lars will talk about shooting mechanic.

   Moony and Alex start building the level.

   (See point 3)

7. Short **Reminder** for the **Daily SCRUM**

   Reminded everyone to write scrums and respond to the others

Next meeting Tuesday 6 pm