

## 11<sup>th</sup> Team Meeting Protocol | Experimental Games | 25.04.2020

### 1. Progress Reports from the different Departments

#### a. Design Team share **gameplay** and **story** ideas

Moony reported building the **level** together with Alex and presented the level.

**Feedback:** Give people a **moment of relief before the boss fight**. Players should **encounter drones earlier**. **Too many suggested paths** may be a problem for players (especially in the beginning two stairs and straight path?), Robert advocates for branching routes and wants interesting lights in the corridors

Moony also reorganized the Hierarchy, which was widely approved

**Lars** informed about updated feature specification (Getting rid of traitor (but not of general conflicts) as well as fleshed out the narrative design)

#### b. Art Team presentation of **sketches and ideas**

**Alex** Presented Modular assets, which were generally liked. Stated that altar should rather be located in the end of the level.

Robert discussed bow design: Agreed not to have a second hand visible in the game -> see Far Cry. Agreed to have animation ready next week, some issues with rotation points), New Drone Version (Finalizing this week)

#### c. Programming demonstration of **current build**

**Dru** implemented a rudimentary menu: allows mouse sensitivity adjustments and leaving the game. Also devnotes remain visible even while clipping into objects. Dash has a cooldown after respawning now, but it's bugged for now. Jump issues with slopes remain to be fixed.

### 2. Presentation and discussion of the **QA results** (Moony)

**Moony:** People complain about jumping and respawn point placement (fix it or not show it in the next test).

**Writing content was well received. People think the characters are us** (might be specific problem with test group that knows us. May need statement that they aren't us)

**Texts are perceived as too long?**

## **Enemy shot's weren't readable**

Falling through the floor was a problem (unexpected and not sure if intended)

Someone expressed that they wouldn't want the story to follow the relationships of the characters too much. Lars said he will try to include game information in all of the comments

Agreed to **mark everything that needs to be fixed in the QA document**

Lars said he will **fix the devnote that talks about number of respawn points**

Mentioned issue of difference between the second and third stage of the level

Tasked to think about visualizing the devnotes of the different characters

### **3. Do people still have git problems?**

Improvements are visible for everybody and only minor annoyances remain.

### **4. Tasks and priorities until Tuesday**

**Lars:** needs level design done, exposed variables need to be done

**Dru:** Wants to do **exposed enemy variables until Sunday afternoon**, will **record gameplay**, that will later be edited, will add close button to Menu, **block shooting** while in Menu

**Moony** will specify Shotgun enemy

**Robert** will have a **bow texture by Monday**

**Alex:** Finish alpha version of **environment kit** on Sunday

### **5. Talk about Intermediate presentation**

We need: 10 mins video, 5 minutes Q&A and a Gameplay video of 1 minute

Design part almost done already

**The Art part should include:** entrance of building, bow, drones, mood board, **all presented from earliest to most finalized stage**

**Agreed to have recording done by Monday**, Agreed to record both audio and screen, but only use audio in the video later

6. Communicate **new date** for the **retrospect**

**Retrospect on Monday, 3pm**

**QA will be the day after that**

**Agreed to only give 2<sup>nd</sup> stage to the others**