6th Design Meeting Protocol | Experimental Games | 08.05.2020

1. Quality assurance

Did not receive their second build yet

Partner team received our third build on Thursday, no results yet

    Do not count on it for the Saturday meeting

Will we have another QA session next week?

    Need to see how much progress we made

    If anything, the shotgun enemy type has to be tested

2. Sound design

Moony went through sound assets list, agrees with the current content

Should ask Alex about different floor materials

    Glass, concrete, metal?

    Applies to footsteps and jump land

Enemies could make metallic voice-like sounds

Enemy wind-up could have its own sound

    Might get too noisy

Moony will ask Yannick about premium sound libraries

3. Work distribution

Lars will look for free sounds

Moony will implement them with Dru's help

Lars will continue specifying features

Moony will come up with ideas for gameplay at level end

    Presents them on Saturday

Optimizing the level performance is not a design task anymore

4. Dash

Went through Lars's research findings and wrote down aspects we liked

Defined new dash behavior

    State of stage 2 dash is frozen, all following aspects only apply to the dash in stage 3

    Activated with one button (SHIFT)

    Goes in the direction you are moving in

        Forward if standing still

    Not instant, more like animating movement speed for some time

Speed increases rapidly and slows down before the stop

Custom curve should be used (defines percentage of a maximum speed)

Dashing sideways should result in traversing less distance than forward or backward

Maximum speed is slightly lower but dash duration is the same

Player has some degree of control over the direction (like air control)

Control should develop anti-symmetrical to speed curve

Minimum control should not be 0 though

FOV increases a bit as you dash and then returns to the original value

Dash lines on the screen would be cool

Screenshakes should not be used in a first-person games

Bow lights up during dash

Could also highlight when it is ready again

5. Screen fades

Respawn fade should be much quicker than stage transition

White should be the color for stage transitions

So it is not confused with the respawn

Moony had a problem where the fade took very long while having low FPS

Ask Dru whether it is tied to framerate somehow

6. Regeneration ability

Activated by holding down the R key

Screen is blurred and blue screen effect is shown

Health bar becomes visible if it is not already

Player loses control (movement, jumping, shooting, aiming)

Pause menu cannot be opened

Could move down bow a bit to visualize player does not have control anymore

Health regeneration starts when screen is fully blurred

Health regeneration is pretty fast

Health regeneration is stopped when player releases button or receives damage

Player keeps the health points they regenerated thus far

Screen effect is hidden

Screen fades in again

Much faster than fade out

Input is still ignored until screen is completely visible again

Game is not paused (enemies keep moving and shooting)

No cooldown other than waiting until the screen faded in again

Ability can be used any time (even with full health)

DevNote explain ability needs to be placed after a situation where player is likely to take damage