

5th Design Meeting Protocol | Experimental Games | 23.04.2020

1. Quality Assurance

Playtest results are there already, Moony will take a look and write a short summary

Not sure if there will be another QA build exchange next week

For our team, next Wednesday would make sense as stage 1 and 2 should be fully playable by then

Need to ask the partner team about their current state and plan for the future

Robert can play this build because the window mechanic is not yet implemented

Will be a case-by-case decision each build

2. Revisited Feature Specifications

Some ideas for the future should be implemented in stage 2, now that we work on it for another sprint

Enemies

Have health bars attached that are shown once they take damage

Regenerate health when they return to their patrol state

Basic version of shotgun enemy type should be implemented

Not yet specified, Moony will take care of that

Aiming & Shooting

Crosshair animation mirrors drawing the bow and the impact on 'arrow drop'

Player Movement

Dash ability has a short cooldown

Defined exposed variables for specified features

Standard Enemy

Movement

Movement boundaries (3D box)

Speed

Minimum delay duration on reaching objective point

Maximum delay duration on reaching objective point

Detection

Depth of initial cone of vision

Radius of initial cone of vision

Depth of cone of vision on player detection

Radius of cone of vision on player detection

Reset timer

Health

Maximum health points

Regeneration tick interval

- Health regeneration per tick
- Attacks
 - Attack wind-up duration
 - Amount of bullets per attack loop
 - Delay between bullets of the same attack loop
 - Maximum shot offset from player direction
 - Bullet speed
 - Damage per bullet
 - Rotation speed to track the player
- Aiming & Shooting
 - Aiming
 - Mouse sensitivity
 - Shooting
 - Maximum draw duration
 - Minimum arrow force
 - Maximum arrow force
 - Minimum arrow damage
 - Maximum arrow damage
- Player Movement
 - Basics
 - Maximum speed
 - Acceleration rate
 - Deceleration rate
 - Maximum walkable slope angle
 - Jump
 - Jump force
 - Default gravity
 - New gravity on reaching jump peak
(Coyote jump timeframe)
 - Dash
 - Dash force
 - Cooldown duration

3. Story Adjustments

Dropped idea of the traitor and special DevNotes written by them

Not feasible time-wise but would also make the story feel rushed in just three stage

Can still have one developer leave during stage 2

Will not have an influence on the quality of the underlying game

4. What's Next?

Moony will specify shotgun enemy type in detail at another time

Agree on general direction written down in additional feature specifications

Fine-tuning of variables will take place in another meeting (after having all the exposed variables)

Could try out SceneFusion for real-time balancing

Boss fight will be specified next sprint, not relevant right now

Deadline for second stage level: Friday evening / Saturday morning

Lars will join the next level design session to ask about the intentions (for DevNotes)

Lars will inform Dru about design meeting after cleaning up this protocol

Ask Dru about Coyote jumps to fix the slope issue