

## 3<sup>rd</sup> Team Meeting Protocol | Experimental Games |

### 01.04.2020

#### 1. Had a short reminder of the restrictions of the projects

Weekly prototypes, managing the process over the long distance, QA work with Thiago's team is announced. Also decision about rhythm of QA is postponed until Wednesday 08.04.2020

#### 2. Metamorphosis:

Dru: Developmental process, physiological, Gods transforming into animals (especially in Greek Mythology), Transformation of water into ice in glaciers. Term is very differently defined in various contexts

Robert: Refer to mindmap

Lars: Metamorphosis as punishment, Living being into inanimate objects

Moony: 2 kinds of M. in bugs (partial (sudden change) and complete (long process of transformation)), is speed implied in popular use of the term?

Alex: Nothing to add

#### 3. Presentation of research that Lars and Alex did

Moony: Questions usefulness of the list. Maybe the list wasn't as helpful as initially thought

#### 4. Game pitches:

Dru: (1) **Boxed in**. Puzzle opening up to the world. Abilities get both learned and unlearned over the course of the game. IF you don't use abilities you will lose them again. (2) **Distance as a Resource**. Constantly decreasing ability to overcome distance. Movement points as a resource. Goal: Getting far (3) **Orpheus and Eurydice**: you can only look forward. Seductive things appear in peripheral view. Turning around ruins everything.

Robert: (1) **Scary Corridor**: Walking further along a corridor makes it increasingly scary. Visual & emotional metamorphosis. (2) **Puppeteering a puppeteer**. (3) **Irritating and annoying game**: Causing annoyance in the player. Confusing the player by breaking conventions. (4) **Blind person game**: Controlling a creature the 'sees' through hearing.

Moony: (1) **FIYF monetization model**. You get refunded after finishing (2) **The Tower**: Building the tower of Babel. Minigame collection. Instructions and Interface mutates over time and gets hard to understand because of language disparity (3)

Lars: **Project Janus**: (1) Following the evolution of videogames through a series of minigames. Staying true to actual constraints and developments from videogame history. History as metamorphosis. (2) **W.A.O.** (Worthy artificial Opponent). System adapts to the players actions. Changes mechanics and employs telemetry. (3) **Awful Ancestors**. Dealing with the consequences of another's actions. Player impacts a scenario and the next player will be confronted with different behaviours of a system.

Alex: (1) **Frankenstein Pet**. Player assembles self-operating creature from different parts. (2) **Gods Paintbrush**. Simulation of a Map seen from above that features the gradual interaction of biomes. (3) **Unfinished Poem**. A poetic text determines the look of a specific place. Words can be changed and the environment changes too

## 5. Concept Discussion:

After prolonged discussion it was narrowed down on The Tower (Moony), Ancestors (Lars), Frankenstein's Pet (Alex), God's Paintbrush (Alex), Orpheus and Eurydice (Dru). Also W.A.O. still in discussion as an overarching mechanic.

Team expresses dissatisfaction with finding a final idea from this point on. There is a conflict between focussed authorship of a strong idea and the notion of building a game from the gathered elements consensually in another brainstorming session.

Final concept discussion postponed until Saturday afternoon.

## 6. Team Name: We decided on Isolated Ducks studio

## 7. Next Meeting:

Agreed on meeting Saturday 04.04.2020 at 15:00.  
Workflow for the coming weeks wasn't discussed yet.