

4th Design Meeting Protocol | Experimental Games | 12.04.2020

1. Team Meeting Recap

Player starts outside of the building and enters it during gameplay

Building will be surrounded by water

With each stage, the player starts further away from the entrance to appreciate the environment

Team is fine with the idea of the bow talking to the player

Designers should create level first, artists will see how to turn it into an environment that makes sense

Would be fine to start higher up and go down

2. Boss Fight Pitches

Moony

Virtue: Kindness | Sin: Fakeness

Boss spawns extra minions, player needs to spare the ones looking differently from what you've fought before, killing fake minions either strengthens the boss or inflicts damage

Virtue: Modesty | Sin: Moral high ground

Player loses all arrows at the start, boss goes invulnerable and drops loads of quivers, player is told to take just as much as needed, boss loses invulnerability after some time and starts attacking while the quivers vanish, arrows that are left over after some time turn into damage for the player

Virtue: Acceptance | Sin: Apathy

No concept for a mechanic yet

Lars

Brainstormed loads of virtues and grouped them into categories

Pitched some ideas for mechanics, decided to discuss three of them

Virtue: Caution

Arena is filled with cover, boss uses cover and only appears to attack, then teleports behind one of the other covers

Virtue: Peacefulness

Boss does not attack but instead reflects the player's arrows

Virtue: Endurance

Hit spots turn into armor plates, arrows hitting armor plates deal no damage

Problem of two different approaches

Where is the virtue implemented? Does the boss fight according to it or does the player behave accordingly to beat them?

Decided to postpone the decision to the next sprint

None of the ideas works for both designers

3. Level Design Setup

Created a standalone project and got Unity Collaborate to work

Set up SceneFusion and tested it

Decided to work on the level on Monday, April 13, starting at 11:00

Import scripts from Git projects for the session

Watch the explanation video to understand which changes require a Collaborate publish first