

# 2<sup>nd</sup> Team Meeting Protocol | Experimental Games | 01.04.2020

## 1. Kick-off review

Idea of an **open-ended** project

It's **okay to fail** as long as we learn something

Fits agile development with frequent prototypes

Organizational **novelties**

**Video** presentations

**New** media studies **teacher**

**No** weekly **blog posts**, **one final document** per team member

Focus on **innovating design** and **art**

Technological innovation does **not suit** the circumstances

Go for **traditional interfaces** but **novel ideas**

**Lars** will be the **contact person** for the professors

Important **dates** and **deadlines**

April, 1<sup>st</sup>      Project kick-off

April, 8<sup>th</sup>      **First pitch**

**Video** presentation has to be uploaded on **Spaces** until **12 am**

April, 14<sup>th</sup>      Mandatory mentoring #01

April, 29<sup>th</sup>      **Intermediate presentation**

**Video** presentation has to be uploaded on **Spaces** until **April, 28<sup>th</sup>, 10 pm**

May, 5<sup>th</sup>      Mandatory mentoring #02

May, 19<sup>th</sup>      **Final presentation**

**Video** presentation has to be uploaded on **Spaces** until **May, 18<sup>th</sup>, 10 pm**

June, 9<sup>th</sup>      **Documentation** deadline (team and individual)

**Ask Cecile** about the required '**evaluation protocol**' and the **5 minutes** maximum for every presentation

## 2. Metamorphosis brainstorming

Related **keywords** and thoughts

**Sudden change** going through a bigger structure

Becoming a **new self**

**Gameplay** transformation

Introduce mechanic, then turn it around

Apply familiar mechanic to something else than expected

### Transformation of **meaning**

Mechanic gets new meaning through sudden revelation

### **Visual** metamorphosis

Shifting shapes and fluid things

Origami

Turn mundane things into art

Change of form, substance, structure, character, or circumstance

Body horror aesthetic

### **Philosophical** questions

Why is metamorphosis even necessary?

When is the moment of transformation?

Is the organism aware of it?

### **Irreversible** and **involuntary**

#### **Fear** of change

#### Games with metamorphosis

Pokémon

Kirby

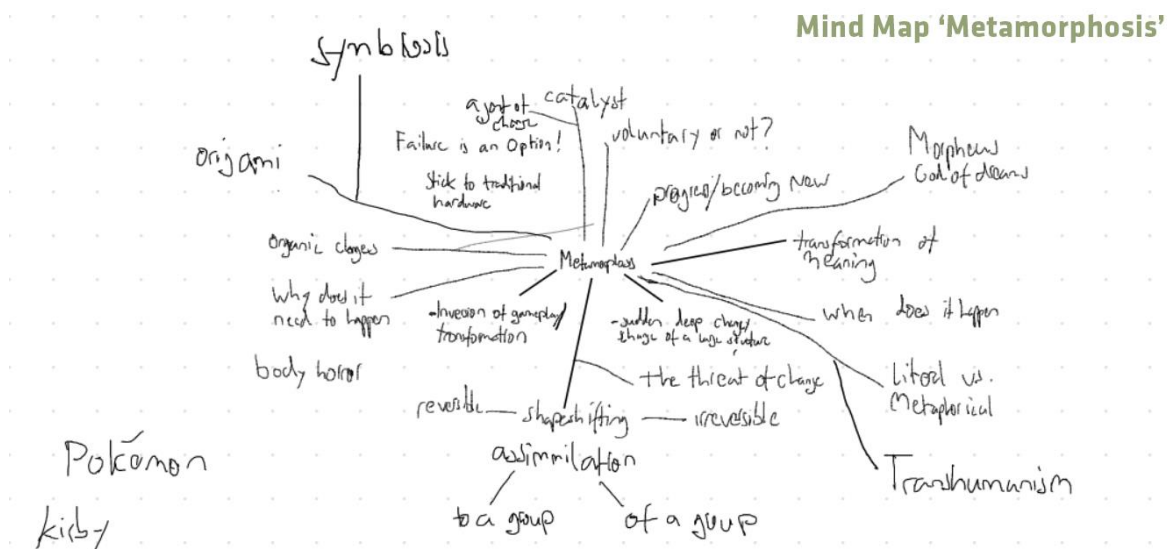
Realm Royale

#### Change of **perspective**

#### **Catalyst** of change vs. **agent** of change (active vs. passive transformation)

#### **Literal** and **metaphorical** transformation

### Mind map



### 3. Experimental games examples

#### Moony

##### #1 – [no name]

Fight monsters in a tower of hundred levels. If you die, pay real-life money to respawn.

💡 Arcade **financing model** in digital games

💡 **Unfair** design, developers want player to fail

##### #2 – [no name]

Multiplayer game with a shared pool of lives. Once used up, you can no longer respawn.

💡 Intended **expiry date**

💡 Health is not a **shared resource** usually

#### Alex

🚩 **No** clear **goal**, player has to find one themselves

🚩 **Freedom** within a rigid (linear) structure

🚩 **Unexpected** behavior of objects and environments

##### #1 – NaissanceE

Traverse abstract places. Hit buttons to the rhythm of your breath to run.

💡 **Common** mechanic (movement) becomes something **special**

💡 Player is an **intruder**, world has not been designed specifically for them

##### #2 – The Norwood Suite

Explore a strange environment and cast of characters without a goal.

💡 Invitation to **engage** with the world **instead** of playing to **win**

##### #3 – ISLAND: Non-Places

Experiment with a series of micro-dioramas that behave in unexpected ways.

💡 Special way of **interacting** with the **setting**

💡 Combination of **abstract** (unexpected) and **realistic** (expected) elements

#### Dru

🚩 Popular games that do **one** particular **thing** differently

##### #1 – Journey

Explore the meaning of life with a human companion at your side.

💡 Special **relationship** to another player

💡 Communication **without text**

##### #2 – Mirror's Edge

Traverse environments at highspeed and use movement to fight.

💡 **Core** mechanic (movement) bleeds into **every system** (e.g. combat)

💡 **Novel** approach to **standard systems**

### #3 Counter-Strike modification

Keep moving or die. Aiming and shooting plays a minor role.

💡 New core mechanic (movement) provides **unique take** on **old genre** (FPS)

## Robert

### #1 – SUPERHOT

Shoot your enemies. Time only moves when you do.

💡 **Unusual** and unexpected **connection** of **mechanics** (time & movement)

💡 Gameplay defies physical laws, **only possible in games**

### #2 – Manuel Samuel

Use the whole keyboard to perform the most basic tasks like blinking or walking.

💡 Boring **everyday actions** become part of **entertainment**

💡 **Controls** make **simple actions complex**, usually it is the other way around

### #3 – Cybershoes and VR gloves

Additional hardware to immerse yourself completely in virtual reality.

💡 **New input** devices that feel **natural**

## Lars

### #1 – The Beginner's Guide

Experience a collection of never-released games by a solo developer.

💡 **Focus** on the **developer**

💡 **Conventions** are **ignored** in the favor of personal **expression**

### #2 – Everything

Explore the world while changing perspectives – from a rock, to an island, to a galaxy

💡 Neither **goals**, nor **gameplay**

💡 Player **input** is **not required**

### #3 – Moirai

Decide the fate of the previous player. The next one will decide yours.

💡 **Hidden multiplayer** mechanic serves as **twist**

## 4. Management & organization

**Working hours** will **not** be **tracked** on HacknPlan

**Daily scrums** will take place on the **Discord**

Add a **reaction** to the message after reading it

**WhatsApp** group is **obsolete** and will not be used anymore

**Zoom** will be used for all **virtual meetings**

Dru set up the **Git**

**Post** the **emails** on Discord so he can invite us

Look for **Thiago's guide** and/or let Dru write his own

**Meetings** can take place from **11 am – 8 pm**

**Avoid Tuesdays** and **Fridays** (Robert's work schedule)

## 5. What's next?

**Next meeting** on **Friday**, April 3<sup>rd</sup>

Exact time depends on Robert's work

**Tasks** for the upcoming meeting

Prepare **3-4 short game pitches**

Can also **just** be **ideas** for mechanics, structures, styles, ...

Can be **experimental and/or** related to **metamorphosis**

Keep **scope** in mind, make it **scalable**

Come up with potential **team names**

**Management** tasks

Set up **HacknPlan** and **Spaces**

Outline rough **project plan**

Plan **next meeting**