1st Design Meeting Protocol | Experimental Games | 05.04.2020

1. Intro

Goal: Come up with **concept together** to pitch on Monday, April 6th

Looked at **whiteboard** from **last meeting**

Lars pitched his **additional** game **ideas** to Moony

Moony suggested to **work** on **"Level Up!" together**

2. Fleshing Out the Concept

Focus on **emotional** state of **developers** could be interesting

Game should be about **fictitious** developers, not us

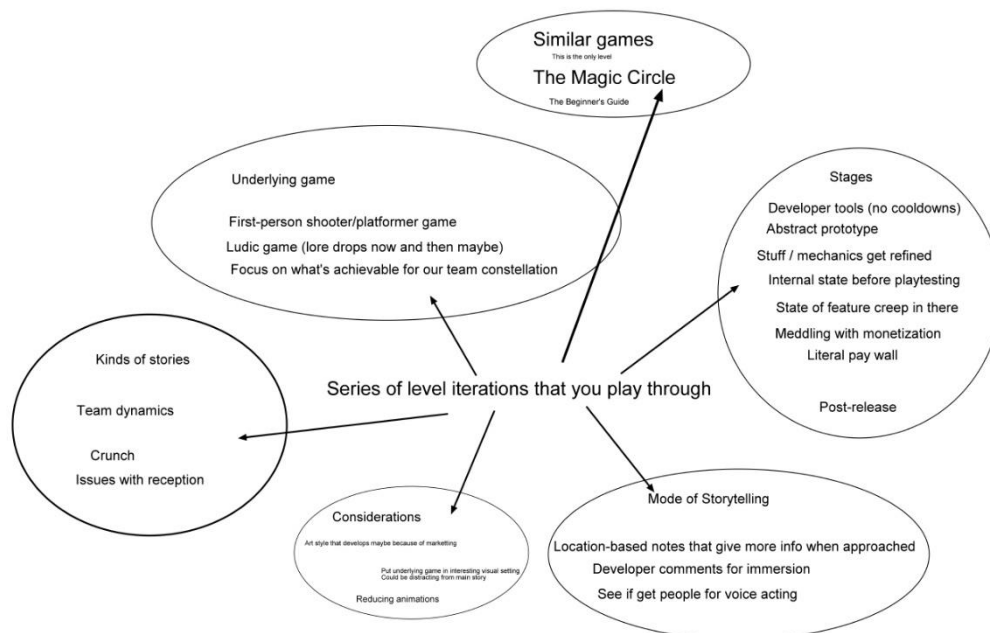Came up with **potential names**

    Level With Me

    Max Level

A lot of **players** do **not know** a thing about game **development**

    Potential for **interesting** micro-**stories**

Fleshed out the **concept** on a new whiteboard

    Focus on **underlying game**, **mode** of **storytelling**, **types** of **stories** to tell, **similar games**, iterative **stages**, and project **considerations**

Similar games
This is the only level
The Magic Circle
The Beginner's Guide

Underlying game

First-person shooter/platformer game
Ludic game (lore drops now and then maybe)
Focus on what's achievable for our team constellation

Stages

Developer tools (no cooldowns)
Abstract prototype
Stuff / mechanics get refined
Internal state before playtesting
State of feature creep in there
Meddling with monetization
Literal pay wall

Post-release

Kinds of stories

Team dynamics

Crunch
Issues with reception

Series of level iterations that you play through

Considerations

Art style that develops maybe because of marketing

Put underlying game in interesting visual setting
Could be distracting from main story

Reducing animations

Mode of Storytelling

Location-based notes that give more info when approached
Developer comments for immersion
See if get people for voice acting

3. What's next?

Pitch it **first** in the next meeting and **hear** what the **others** think

Lars creates short PowerPoint **presentation** for it

Does **not count** towards the **3 pitches limit** for the designers