**1st Meeting | Protocol | 05.08.2022**

Agenda:

* Expectations
* Game ideas
* Workload
* Technology
* Meetings

Notes:

* Dru open to everything
* Work faster Zeals, 2d
* Action-oriented, something players would actually like to play, game feel
* Game ideas from Dru
  + Liked 4 and 5
  + Roguelike with only movement-based combat, dodge through enemies, main character is slime, gets bigger and heavier throughout the game
  + Strategic laser tag from top-down, turn-based, if you get shot once you switch side, very much about careful positioning
  + Top-down stealth game, avoid light cones at night, move only through darkness
  + Life simulation in Google calendar, you schedule blocks and the character does that, relationships, empty slots are RNG, boost and buffs
  + German bureaucracy simulator, Papers Please, actual work is more complex, funny tone, jabbing at German office workers, dodge customers
  + Stealth game about social anxiety, avoid other people at a party, have to get the tone right or it would be offensive
  + Top-down game where you smash cars before they take over the city and turn everything into a factory and or street
  + Elevated surface on top-down level, push enemy onto edge, kind of like Sumo, focused on recoils
  + **Strategic puzzle game, chess board from top-down with other obstacles, you can move in every direction at the beginning, have to land on enemy position or through them to kill them, enemies have different move sets, movement of player could be restricted throughout the game, chess meets Tetris, level-based**
* Game idea from Zeals
  + **Tactical game like C&C, cute visuals, coffee versus tea, building and real-time strategy, juice, maybe RTS with base building or tactical game, top-down isometric, tactical turn-based would be more feasible**
  + Platformer with a girl with a bird, bird could have growth stages throughout the level, girl orders bird around which has the abilities, 2d platformer
* Game ideas from Lars
  + Look up Typoman
  + Look up Ghost Trick
  + Project Nemesis reminds of initial idea of Hello Neighbor
  + Pitched games from channel again and talked about challenges
  + Dru: **Shadeshifter, Small Town Spirit**, Project Nemesis
  + Small Town Spirit stands and falls with the mystery and the people
  + Zeals: **Shadeshifter, Small Town Spirit**
* Prototype early and see if idea works, if not, go with different ideas
* Zeals likes environments more than characters
* Write down pitches in Discord over weekend and think about them, then come back after weekend to choose one
* Workload: 3-4 days a week for me, Dru also 3-4 days but some vacations and moving, Zeals could make this into a self-initiated project also first 3-4 days and see where it takes us
* Depending on how long project is going to last, studies Dru and maybe job Lars
* CGL studies resume in September but BA5 maybe internship maybe self-initiated
* One month but perhaps Gamescom week in between
* Made a channel for unavailability
* Deadline at the end of the month
* Free on Monday
* Next meeting: Monday, 08.08, 11:00 AM
* Go with Unity engine