**2nd Meeting | Protocol | 08.08.2022**

Agenda:

* Voting
* Concept discussion
* Prototype scope
* Project management
* Version control
* Tasks
* Next meeting

Notes:

* Voting in chat, two votes, send simultaneously
* 1: 3 votes, all other ones got one vote
* Challenges for Shadeshifter
  + Not having worked with Unity and 2D for a while
  + Juicy game feel, a lot of 2D action games have great game feel
  + Every creature has to be controlled both by player and AI
  + Carried by game feel and aesthetics
  + Readability when player is one of the creatures
  + Art scope because areas are pretty large in Metroidvania
  + And game feel has to be right for creatures
  + How do you ensure gating with our mechanic?
  + How does combat work? Can you go back into shade creatures?
  + What happens if stop possessing the creature?
  + Level design, backtracking with new mechanic
  + What are the rewards? What’s the progression? Levelling up creatures
  + Background narrative? Why are you there? What about the creatures? Why can you possess them? What’s your goal?
  + How much effort do we put into the shade creature? What the incentive for using it?
* Transforming into creatures also gives their weaknesses and changes which other creatures are attacking you, maybe NPCs become enemies and vice versa (complexity explosion)
* How do you balance creatures so player doesn’t invest in garbage? Maybe not the Pokémon approach
* Story will be very dark, possessing the corpses
* Scope of the prototype
  + First level, controlling the shade, meeting the first enemy, aha moment with first enemy, one additional enemy type, maybe boss enemy and you transform into them, aha moment
* Sounds like a lot of challenges but manageable, required to stand out in Metroidvania genre, can still fall back onto another concept if it doesn’t work
* Scope: shade, basic enemy, traversal enemy, boss enemy, 1 level, 10 minutes
* One month of work, can frontload design and take over programming when Dru is on vacation
* Talked about using codecks, will try using it but also might still need Discord
  + Drop it if nobody is using it
* Zeals will start exploring the style with shade creatures and overall art style, think about enemy types
* Dru will set up GitHub version control
* Locked file channel in Discord
* Zeals will push art assets and modifications herself
* Task
  + Dru: version control setup, character controller, look up Unity 2d and custom level editor
  + Zeals: references and art style exploration
  + Lars: broad narrative concept and thinking about enemy types and gameplay in prototype, look into Codecks and set up the task board, look up Unity 2d and see if we need custom level editor
  + All of us: Install correct unity version and github desktop, send email or name for GitHub to Dru
* To avoid Hollow Knight, either go dark or cute cute dark
* Next meeting:
  + Friday, 12.08.2022, 11:00