**7th Meeting | Protocol | 31.08.2022**

Agenda:

* New level features
* Art new direction
* Research new direction
* Story ideas
* Owlboy research
* Concept document
* New tasks
* Next meeting

Notes:

* Meeting between Lars and Zeals, Dru is on vacation
* Concept art
* Lars showed new features (hazards, destructibles, barricades, secrets, rooms, levers, elevator, fall-through platforms)
* Talked about story ideas, liked the general direction
* Character design: like Slate or more creature-like?, lizard, young and naïve, travelling cloak
* Talked about research results
* Monster Sanctuary, look at companions and overworld mechanics (monster for double jump)
* Countdown, or death during combat for monsters
* Maybe give protagonist own storyline and motivation for becoming necromancer
* Talked about combat: magical whip, mid-range attack still connected to player, not projectile, left and right and up attack, use in air, no 360 degree aiming, enemies ranged or melee or both, special attack, AOE to create distance, maybe some resource you have to gather
* Zeals meet with Dru
* New tasks:
  + Until vacation: write concept for gameplay and story, rethink enemies for first level, record video for Dru showing him next mechanics and bugs, look into Pokemon Rangers and Monster Sanctuary
  + Zeals: main character concept art, replace animations, think of enemies
  + Dru: fix bugs, code basic companion behavior, expand on the attack system (attack upwards) and maybe special attack