

Dr. Dani Meeting - Week 1

Pre / Post Meeting Notes

Give Dr. Dani information on animals per biome. (Or implement customization)
Inventory/"Bag" - shows what features of biome the player has found/picked out
"Blurbs" about animals that give clues as to what biome they belong to (part of "bag")

Decide on "default" flow of gameplay

Higher-order analysis - don't let the game tell the player they're wrong, but give them information that guides them to pick the right thing

Scrap multiplayer
Flexibility in adding/editing biomes
Edit different features of each biome

Review of player's mistakes, give feedback, replay sections
Test players by having them put together a biome from our collection of biome traits

Semi-interactive slideshow for our biome traits