

# Meeting Agenda

Date: 2015-03-23

Facilitator: Johan Carlshede

Participants: Johan Carlshede, Johan Iversen, Oskar Willman, Johannes Hildén

## 1. Objectives (5 min):

- Decide the direction and scope of the project.
- Brainstorm about features and look & feel of the project.

## 2. Reports (0 min) from previous meeting

- (first meeting, hence no previous meeting)

## 3. Discussion items (35 min)

- Application type
  - We decided to make a game before the meeting.
- Game type
  - Genre, sub-genre
- Target audience of the game
- General game mechanics
- Look & feel of the game
- Possible inspirations from other games.
- Scope of the game

## 4. Outcomes and assignments (5 min)

- Project type: Game
- Game type: 2D side scroller seen from the side with randomly chosen rooms (from a set of premade rooms) and where death removes all progress.
- The game will be geared towards expert video game players,
- Difficult and unforgiving enemies.
- The player encounters the rooms in random order, but in order to progress the boss-enemies must be tackled in a predetermined order.
- In some rooms the player can find a chest that contains a random item. To open these chests, the player will need to use a key. A key can sometimes be dropped by a defeated enemy.
- The player gains experience points from killing enemies, and these points can be used to improve the hero. Add strength, defense etc. Depending on the hero's stats,

different weapons and equipment will be usable. A sword might require a minimum strength of 7.

- The player character will be able to run, jump, attack with swords and possibly throwing weapons, possibly climb ladders.
- It will be possible to unlock items and weapons by playing the game, so that future game sessions have more possible outcomes.
- The player can win the game by defeating the final boss enemy.

#### 5. Wrap up

- No unresolved issues since this is our first meeting
- Next meeting, 2015-03-27 11:00