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13.05.20 - 18.05.20

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Sprint

7:07 pm

meeting 19

discussing progression

for a puzzle platformer progression is heavily tied to not only world map design but also level design and puzzle design.

we discussed the overall experience of the game as well as the overall narrative in greater detail once more.

There are issues with maintaining the integrity of individual levels with a mechanic that spreads player movement and player interaction almost limitlessly.

11:14 pm

I think it makes sense to take a break from the rigorous development patterns of the past two sprints.

It makes sense to break this pattern a little bit so that we can allow ourself to realise different parts of the game that might be generally overlooked.

we can also use this time to better plan for the coming sprints.