

14.05.20

7:30 pm

meeting 20

discussing the teams ideas on level design, mechanics into and world map.

christopher discussed his ideas of mechanics introductions

There are issues with the camera skill which are technically level design issues

Almost all issues with level design are because of not having rules for level design.

level transition system agreed on.

doors in levels that allow for set transitions.

Reiterating and polishing the art - Art version 3.0

Save rooms as mechanic unlocks as well.

we decided to take a break from development tasks and focus more on discussing the game before we right into it.

chris will now take the rest of the sprint to concept the overall look of the game. we will then use these as aesthetic jumping points.

Osama will continue toying around with the level design but now with all the mechanics.