

meeting 7

Discussing tilesets.

tilemap needs to have layer jumpable.

Scene needs to have entitlescene and masterScene.

chris decided to make a replacement character for Tung's robot.

Discussing level transitions.

Compress tilemap bounds every time your design for a level goes outside the set bounds.

Try to observe and understand the metroidvania level structures.

Discussing narrative

Talking Boomeraxe - I Don't think so

An NPC who shows up constantly - maybe

The axe is the central character - Intrigued

1-2 → bounces and teleportations to design 3 sequences

How to maintain High level ludo-narrative design with a Segregated level design approach? *