

Prototype 2

Meeting 1

- Chris - Memey Idea - Stream of people
 - Bow or punch them in the face.
- Tung - Doodle God type mechanics

Let's look at Sandbox games, isolate their core mechanic and see if we can recreate it digitally in a non-concrete way.

- Tung - Pillars of Eternity 2 - Deadfire ship combat (text-based combat)
 - A robot falling apart, trying to survive by collecting.
 - Mount and Blade
 - what if you are the weapon.

Chris - lost loop - moonlighter

One of the more important ideas discussed was the fact that we must have some sense of the project we will end up working on. And it must as much as possible be within the realm of interest for all three current members of the team.