

## Meeting 9

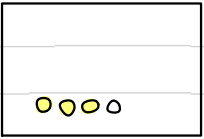
Boomerang deceleration  $\rightarrow$  bounce  $\rightarrow$  ?

Camera Shake feels jittery.

Discussed the upcoming team selection.

Keep in mind the implications of game juice on game mechanics

Preparing for the first playtest



visualising the bounce limits

The Game as a Game Juice Showcase

We discussed a plan for the further development of the project and better verbalised our roles in said project.

$\rightarrow$  discuss in detail almost all mechanics and systems that will make up the game before hand (first week after team selection)

$\rightarrow$  during this time also prepare a version for the first playtest the week after.

After which Tung will focus on development of the functionalities, during which time Chris will focus on developing the visual aesthetic. All the while keeping in consideration the heavy game juice implications.