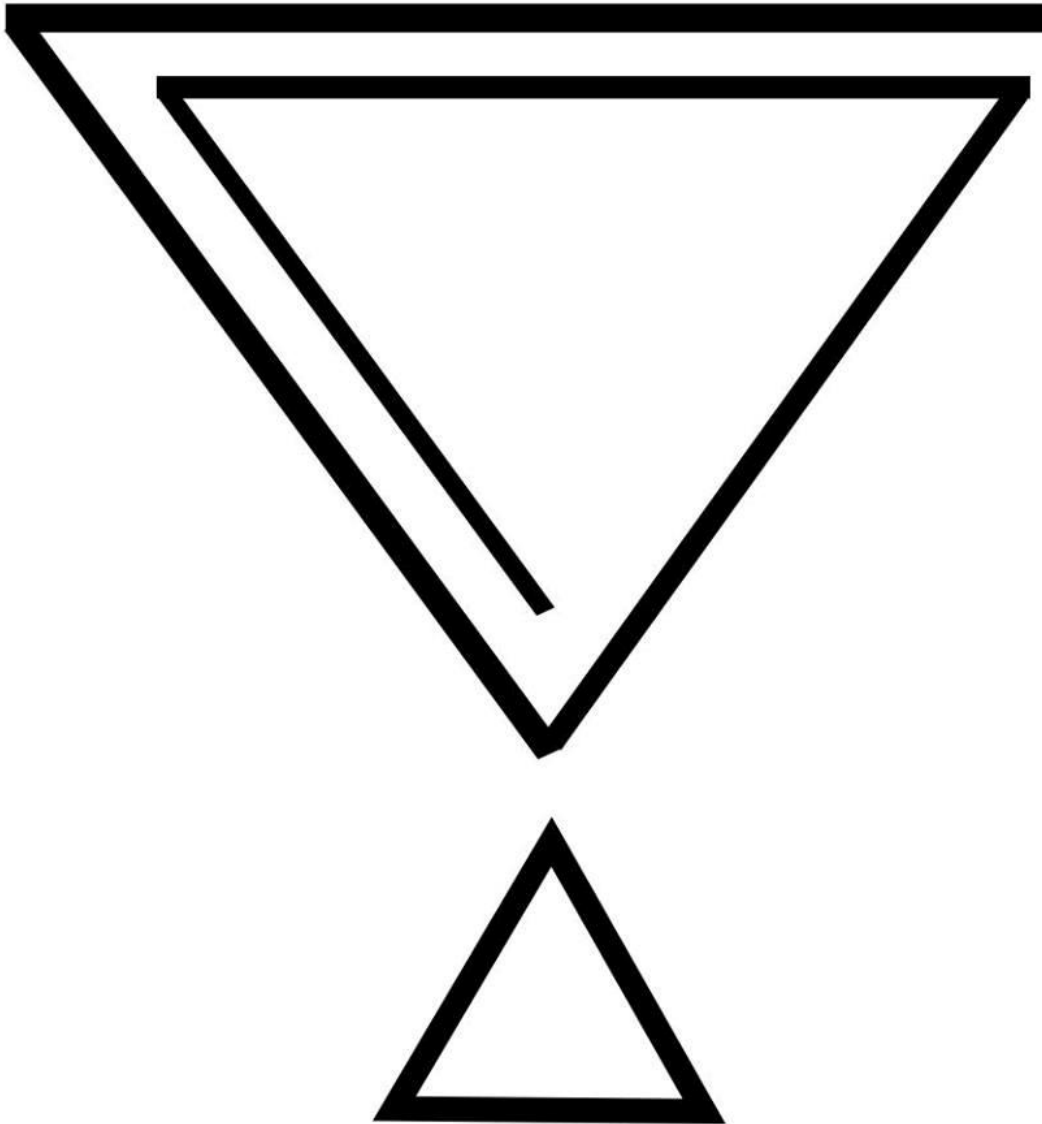


20 OCTOBER 2017



# TEAM MEETING REPORT

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## Objectives

- **DISCUSS** core game mechanics

## Game mechanics

Genre: Stealth/Horror

Mechanics;

- Player movement
  - Input via Joystick/d-pad hybrid
  - Initial control scheme to be a square-based movement [see any Legend of Zelda side-scroller titles predating the year 2000]. Final control scheme to be TBD.
- Sound
  - Guards footsteps
  - Real-life sounds attract enemies
  - Illusion of being followed to mask the pre-defined routes of the AI

Gameplay:

- Blank screen with showing backstory as text
  - Narration
- Disgaea type visual novel cutscenes
  - Pop-up dialogue
- Traps
  - Boulder
  - Patrolling guards
  - Spike traps
  - Fire traps
- Hiding spots (pockets)
- HUD to include lives (see Mario Sunshine)
- Abilities
  - Light (Shine)
  - Shadow (Blend)



**END OF REPORT**