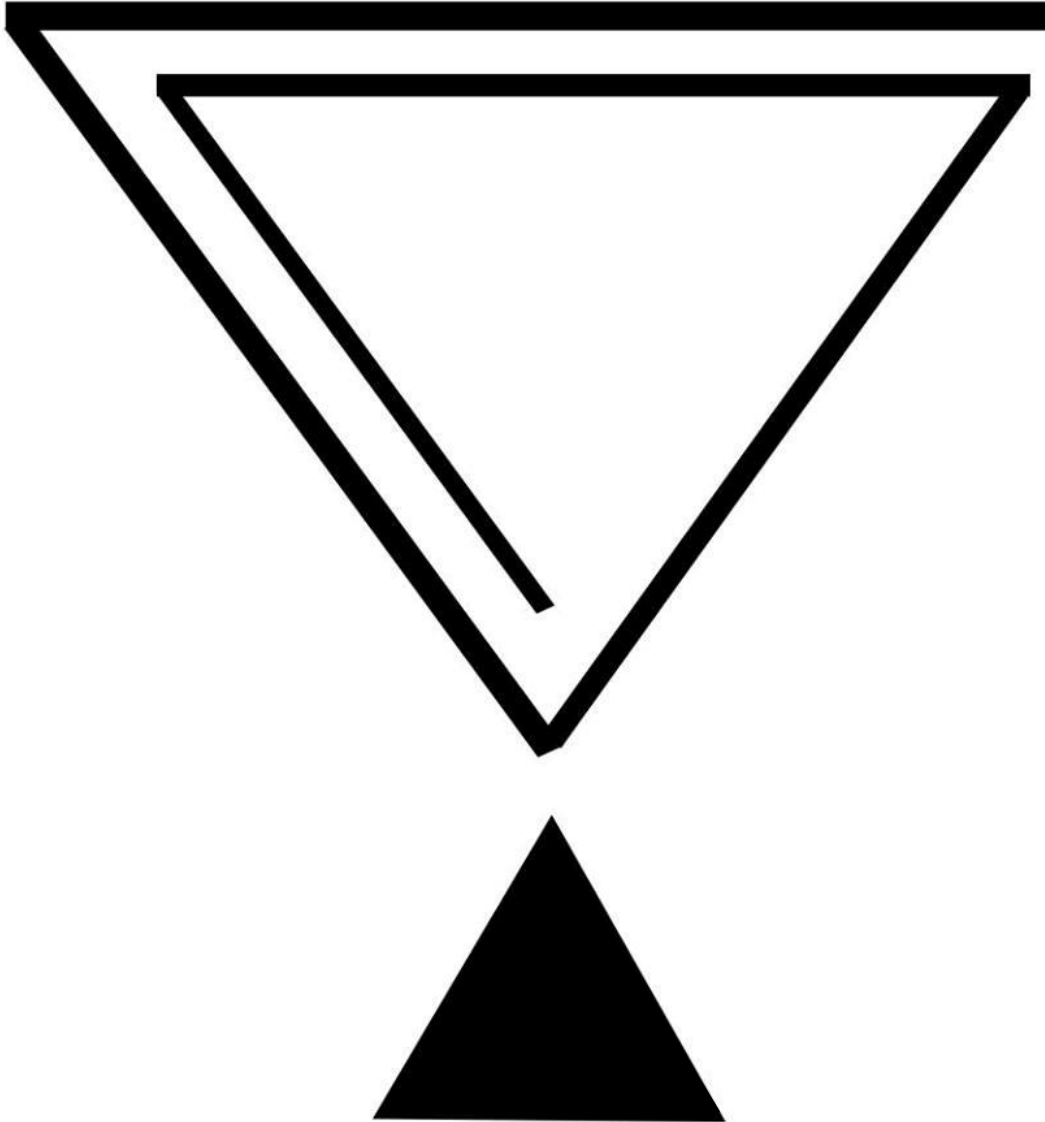


20 OCTOBER 2017



TEAM MEETING REPORT

10540730
Yipikaye! Studios
Plymouth, UK

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