# Meeting 1 Minutes – 31/01/2017

Attending: Alasdair Reavey, Anthony Patterson, Daniel O’Reilly, Jess O’Neill, Kristyian Nenov, James Milne

## Pitched Ideas

* Stage split by colour, coloured sections tied to mechanics, coloured sides flip every so often.
* Battle for survival with rules changes occurring every few seconds.
* Top down royal rumble, aim is to die fastest/prevent opponents dying, powerups to affect other players.
* Top down battle arena deathmatches, teams of 2 with one melee one ranged, two players per controller, asymmetric team play.

## Combining Ideas

It was agreed that the game would be a top-down battle arena with 2v2 based gameplay. Powerups and different game modes such as killing self first rather than deathmatches. Modular, low poly terrain and simple characters emphasising colour and distinct themes as distinguishing features.

The 10 questions defining design.

1. What is the goal? (Different game modes)
   1. Eliminate all other teams.
   2. Be first to die.
2. What are the rules?
   1. Two players share a controller.
   2. One plays as ranged, one as melee.
   3. Different abilities depending upon character type.
   4. Melee fast agile, can jump.
   5. Ranged slow but has ranged attack.
3. What is the interaction?
   1. Melee can pick up then throw (or not) ranged partner to grant greater mobility through cooperation.
   2. Powerups to change weapons/abilities.
   3. Terrain may include features like death pits and cover.
4. What is the catch-up feature?
   1. Revenge mode, if one character dies the partner gains a power boost.
5. What causes inertia?
   1. The stage gradually shrinks throughout the duration of a game.
6. What is the surprise?
   1. Unusual team based play.
   2. Shared controller.
7. What strategy is there?
   1. Balancing working together with individual abilities.
   2. Terrain and powerups provide strategic advantage and variance.
   3. Possible unique couple abilities.
8. Why is it fun?
   1. Fast-paced combat.
   2. Short game time.
   3. Simple gameplay, plenty of strategic depth.
9. What is the flavour?
   1. Troubled coupled being brought together through the bonding experience that is arena based fights to the death against others in the same situation.
10. What is the hook?
    1. Unique multiplayer experience through control scheme.
    2. Unusual cooperative style.

## To Do

Find a task on Trello, move it to doing and assign it to yourself.