**Meeting Minutes: Untitled Game Development**

**Date:** 25/09/2023 Week 1

**Time:** 09:30 - 10:52

**Attendees:** Adam, Mike, Richard

**Absent:** Tom (recently joined the group)

**Discussion Points:**

**Game Development Masterclass Overview:**

Reviewed the Game Design Document (GDD) available at GDD Link.

Utilised Miro Whiteboard for collaborative planning (Miro Board).

Game Design and Theme:

Decided on a room-by-room progression system with meaningful choices and points of no return.

Agreed on a Cyberpunk theme, blending high-tech and low-life in a dystopian setting.

Discussed visual aesthetics including neon lights, dark atmosphere, and high-tech in run-down settings.

Explored societal themes like corporate control, social stratification, and anarchy.

Considered narrative tones of moral ambiguity and pessimism.

Gameplay Mechanics:

Plan for 1 or 2 polished levels with a consistent pixelated look on a 3D environment.

Introduction of a meta currency system for upgrades, replayability, and meaningful choices.

Risk/reward element in spending or saving currency.

Two characters with distinct abilities and progression paths.

Couch Co-Op/Online Co-Op and single-player modes.

Low Poly 3D sprite design for character distinction.

**Action Items:**

**Mike:** To create concept art and update the GDD.

**Adam:** To import Character Controller into the repository, continue shader work, and explore alien font for currency icons.

**Rich:** To draft character overviews and mechanics for two players, set up GitHub Repo, and work on simple UI elements like health meter and score.

**Additional Notes:**

Discussed the current design-heavy phase transitioning to a more programming-focused stage.

Emphasized the reuse of assets for efficiency.

Encouraged programmers to assist in the design phase.