2022-07-01 14:00:00

# Meeting Type:

✅Weekly 🟩Test & Reflection 🟩Other\_\_\_\_\_\_

# 

# Participant(alphabetical order):

Zimu Chen, Rui Jiang.

# Topic

* Discuss game genre, dimension, gameplay.
  + Adventure, Dungeon, Roguelite.
* Assign rough roles for each member.
* Discuss the success goal and conditions.
* Schedule the next and weekly meetings.

# Decision

* Pure 2D Game, Adventure + Roguelite.
* Worldview: “Holy Bible - Psychotic imagination” “Babel Tower”.
  + Player is a persecutory delusion. He is obsessed with God and wants to “worship” God by climbing the Babel Tower...
* GamePlay: “Parry” + “Absorpt”.
* Zimu - Level Design, 2D Assets; Rui - Game Decvelopment, UI Design.
* Weekly Meeting @ each Monday.

**Task**

| **Titile** | **Assignee** | **Due Date** |
| --- | --- | --- |
| Concept Art | Zimu Chen | 2022-07-04 |
| Movment & Attack System | Rui Jiang | 2022-07-04 |