## Design Breakout meeting

Important mechanics

1. Element stations: places in level to refill each element
2. Air: constantly available to the player, 1st element that is bendable
   1. Dash
   2. Double Jump
   3. ~~Second semester~~
      1. ~~Parry mechanic~~
3. Earth: Launch
   1. Punch the ground and create a stone launch mechanic
   2. Hulk fist punch – heavy melee
4. Water: Ice ranged attack
   1. Icicle attack
5. Fire: stun
   1. Fire circle stun
   2. Magma bomb/fireball

Notes: all of them will have the same button scheme

Level

1. Start in boss fight: introduce enemy attacks and their power
   1. Player cannot fight back due to power-inhibiting shackles (the player is a prisoner)
   2. After getting hit a set amount of times, the player is launched off the cliff or sumn and that sets up the journey back to the top of the mountain

Enemies

1. Grunts
   1. Melee
      1. Animations
         1. Wind up
         2. Attack
   2. Range
      1. Animations
         1. attack
2. Boss
   1. elemental

UI

1. Health Bar
2. Element currently held
   1. Possibly a switch indicator
   2. Cool down for elements?
   3. Amount of element ammunition left
   4. No dash cooldown

Leads meeting:

* Art
  + Light hearted, fun, vibrant
  + Pastel color scheme
  + Strong shapes
    - Shape contrast
    - Outlines
      * Some shapes have stronger outline weight than others
      * All things outlined
  + Foliage
    - Blocky, shapes, simple
    - Hand-painted textures
  + Character
    - Female?
    - Elderly?
    - None-human arms
      * Over exaggerated combat
      * Clear display of element selected
  + VFX
    - Poppy impact VFX
    - Animal motif for each element that appears on impact
    - Hand drawn
* Tech
  + Mechanics for milestone 1
    - Level
    - Character movement
      * Needs fighting style!
    - Dash
    - Double jump
    - Limit the elements to two
    - Level tools
    - Only allowed three unique skeletons
    - Focus on enemies OR a boss
* Design
  + Focus on final boss first
    - Make it playable/beatable, use only one or two elements
    - Use of all the elements – slim rancher
      * Switch between elements
  + Combat
    - Element-based vfx
      * Water – fish
      * Earth - Buck
      * Fire – Tiger, fox
      * Air - bird

What do we want the game experience to be like?

Above

How do we want the player to feel?

Fast paced, powerful, challenge and achievement, vfx heavy

What kind of period are we in right now?

Samauri Period, Princess Mononoke period – Muromachi period? Elements of the island will be based on Polynesian and mountainous terrain.

is there a specific culture affiliation that we want our main character to be involved in?

Mix – Inuit/Yupik, Asia, none in specific.