## Questions posed by Sasha

1. UI discussion
2. The player is near the source of the element, they press a button to obtain the resource, and there is an actor that is spawned (fire) that moves towards the player. **It is not instantaneous, it fills up over time.** Time can be discussed by designers
3. Phases, **each phase of the boss would be a different elemental attack, he would never be mixing elements**. All of the attacks would be attacks the player has (reusing assets, modifying them to be grander and covering more surface area of the level), just faster and in a specific pattern. His attacks would also have visual indications that he is evil, as well, but to reiterate, **all assets will be reused, just modified**.
4. The only way to block an attack is to dash away. **No extra debuffs** will be needed, we’ll reuse assets (like the fire effect). The ice wall is there to be an environmental puzzle. It is not meant to be a separate mechanic. **All elements will have a light attack and heavy attack**. The light attack will be regular melee attacks that do the base damage, while heavy attacks require the use of spell meter and do extra damage. **All light attacks will use the same animations, but the fists will be different colors/have different elemental VFX.**
   1. Idea brought up: different, grunt enemies would release spirits and replenish the players help by an amount specified by the designers (requires playtesting).
5. **The boss is going to dash towards the new spot**, instead of teleporting, allowing him to sneak some extra damage to the player. There will be smaller enemies that will have the ability to do what the boss can, just to a lower degree in order to teach the player how to deal with these scenarios first.
   1. Grunt abilities + elements
      1. Melee grunt – earth, just punches you
      2. Ranged grunt – Water or fire, undecided
      3. Dash grunt – air
   2. **You cannot damage the boss in the beginning, you will only have access to your defensive abilities (air abilities)**, with visual indicators that your other abilities are locked.

## Narrative

1. Why don’t the protagonist use the elements on the island if she’s the spirits’ guardian?
   1. Because there was no conflict before so they didn’t need to use this resource
2. Is there any object that the character picks up that symbolizes the ability to use this newly gained element?
   1. Yes, **bracelets**
   2. The bracelets or whatever would allow her to
3. Environment? Story?
   1. To be discussed in a level design, character design/animation, and narrative design combined meeting

## More Meeting Notes

1. Foundations for development
   1. Level design (Linear design)
      1. Let’s table the specifics for this semester, focus on the gameplay right now, then in second semester we can focus on level design and properly emphasizing what we have, after scope has been fully discussed.
   2. Health/mana system