

Group Members:

Gerrick (Project Leader)

Steven (Main Programmer/Co-Designer)

Evan (Main Designer/Programmer)

Angel (Music & sound/Background designer)

Schedule

5:15 - 6:05

5:15 - 5:40 | Debugging

5:40 - 6:05 | Check-in (Talk about what's done, what can be done next, what we want to work on)

Idea Dump

Dallas - Fast-Paced 2D Platformer (Ex. Pizza Tower)

Steven - fast

Evan - Pizza Tower (wants fast gameplay w/ hordes of mobs)

Angel - Fast movement

Gerrick - Fast action adventure metroidvania, based in a jungly environment. Maybe the protagonist is an explorer who wants to find super rare items

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Mario - A Turned based RPG

“Maybe a dystopia based on child labor” (Gerrick)

Freedom

Genre: Metroidvania Platformer

Rule: Don't get hit

Setting: Giant Tower in Dystopian City

Theme: N/A

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Story

- The protagonist is a cyborg-robot kid, who is kicked out from the top of a giant skyscraper, losing their memories and ending up at the very bottom of the building. After waking up in a pile of rubble with a single “memory”, a sole purpose; “make it to the top”.

Gameplay

- Fast

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To-do List

Design

- Sprites
- Concept
- First Concept Level