12/10/2016

Members Present

Ashley Burton

Jay Pointer

Dalton Kirk

Agenda

Mechanics

What the player does

Play Length

Type of immersion

Discussion

* Introduce several mechanics at once?
* Starts off
  + Instead of tutorial
* New mechanics are easy so the player has time to learn them before going onto to practice and master them
* First Mechanic
  + Filling Holes on the boat
    - Tap successfully to fill the hole punishment if failing
      * Eg Water floods the boat
    - This is effectively a diegetic mini game
    - Increase difficulty of mini game
* Type of fun
  + Most of the game will most likely come down to hard fun
  + This pulls into Fierro as a player should always take happiness in completing levels
* Camera View
  + Side on slightly raised 25 degrees
* Environment
  + Background Islands
  + Fog
  + Low poly art style
  + Low poly sea