8/2/2017

* Explain videos in few words
  + What the player does?
  + What the player is thinking?
  + Why we did what we did?
* How we keep the player playing?
  + Keep it fresh
* Worried about little gameplay time
  + New mechanic every few levels?
  + Something to look forward to?
  + New objective every few zones
* How do we stop the game becoming tedious?
* Need to re-use art assets better. To make gameplay longer
* Future zones should change without requiring new assets
* Need to focus on making each harder but so its different to the last
* Potential to find positive reward
  + Stranded People?
  + Storm?
  + Chest?
* Harder to hit the boss
  + Movement?
* Each stage needs to be fun its own aspect
* Search 🡪 Destroy 🡪 Loot 🡪 Upgrade Loop
  + Need to make a way of making this entertaining
  + Diablo has a similar loop
  + Something to make searching fun
  + Stop ability to swipe back to levels
  + Change some variables
    - Boat Speed?
    - Amount of mines?
  + When it becomes hard- give them something to aid with e.g. upgrade
* Consider arrays for things.
* Give the boat abilities?
  + Upgrades could reduce cool down
* Boat to jump?