Meeting Minutes 15/11/2017  
  
Attendants   
  
Lewis Wilden   
Thomas Wenman   
Heather Bishop   
Courtney Pearson   
  
Topic of meeting  
  
We had a meeting today with Dave as we wanted his feedback after the group presentations.   
In the presentation he spoke about us improving our combat system or getting rid of it all together as it is not easy to create a combat system. We ended up getting rid of the combat system and replaced it with hide / sneak. We have now introduced a new game mechanic: Grenade. The grenade mechanic is used as a player would find pieces of old wood or material in the temple to light with the lantern, once the object has been lit the player can now chuck the object to distract the patrol spirits. Spirits are attracted to light, so they will be attracted to it instantly, giving you time to sneak behind them. There will also be piles of wood laying around the level for the player to create a big distraction, with this develops a risk reward system, the bigger the distraction the more oil you lose from your lantern. Once the lantern runs low you are at a risk of dying unless you find the next oil lamp.   
  
The oil lanterns used to be colour coordinated with the spirits, for example, the red lantern could knock back the red spirits. Blue to blue, green to green. We have now implemented three new mechanics to replace the coloured oils, red will now act as a fire lantern giving the player the ability to burn obstacles around the level, which might block the view of a mirror which could be a problem. If there is an obstacle in the way of the mirror, the player won’t be able to interact with it using their light beam. The grenade mechanic can only be used once the player has collected the fire oil as it needs to burn the wood/ material. Blue will now act as an ice lantern, giving the player the ability to freeze water to create a new path. Water will be found around the map, blocking off entrances to the mirror puzzle. The player must create their own path by freezing the water to be able to get to the other side of the map. If a player hits the water their light will be damaged. And finally, green will now become an earth lantern which grants the ability to break through walls once the green oil has been collected. Cracked walls will be seen around the map which the players can interact with using the green oil lantern, this gives them the ability to crack the wall open to see what’s behind it. This gives us an advantage to hide mirrors / collectibles, so the players have to adventure round to find the required parts to complete the puzzles.