Meeting Minutes

Date: 12/12/17

Time: 1pm – 4pm

**Attendees**

Courtney

Heather

Lewis

Tom

**Absentees**

None

**Purpose Of Meeting.**

To finalise the current iteration of the game ready to implement and playtest.

**Outcome Of Meeting**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Game Name | Level Name/File Name | | | | | |  |
| **Prologue** | **Act 1** | **Act 2** | | | **Act 3** | **Epilogue** |
| **Level 01 – Hospital Bedroom** | **Level 02 – Underground cavern/ruined temple** | **Level 03 – extremely dark ruined fire temple** | **Level 04 –** ruined ice temple | **Level 05 –** slightly distressed jungle/earth temple | | **Level 06 – hospital corridor** |
| **Location** | Hospital | Bottom of Temple (underground) | Floor above bottom of temple(above ground) | Middle floor of temple. | Top floor/surfaces of temple. | | Hospital, on way to anaesthesia |
| **Game Play** | None | Stay in the light, walk/jump/climb, | Stay in the light, walk/jump/climb, puzzle, | Puzzle to defeat Bosses | Carrying Ember, stay in the light. | | None |
| **Objective** | None | Find Ember | Save Ember | Fight with Ember | Save Ember | | None |
| **Story Beat** | Exposition | Jelle chases Ember, and Ember then gives opportunity to prove self via the Trials. | Jelle Meets the Gods of death and begins his trials. | Jelle completes trials and defeat the Gods of Death together. | Ember is mortally wounded after defeating Gods, and Jelle must perform the ritual. | | Ember and Jelle are being taken into surgery, which is a success |
| **New Weapon** | None | Lantern/Light | No | no | No | | None |
| **Collectable Objects** | None | 4 Mirrors. Puzzle is set up so as soon as mirrors are placed, puzzle is complete.  Light refills | 4 mirrors – different shapes.  4 mirrors – different shapes and sizes.  4 mirrors – one enviromental.  Light refills | 4 mirrors – shape, size, enviroment.  Light refills | 4 enviromental mirrors.  Light refills | | none |
| **Enemies/Hazards** | None | Floor Spikes/Darkess | Gremlin (Ember).  Tormentor (Gods of Death). | Time pressure.  Tormentor (Gods of Death). Floor spikes | Time pressure.  Floor spikes. | | None |
| **Mechanics** | None | Resource management, collecting, | Resource management, collecting, rotate mirrors x | Resource management, collecting, rotate mirrors y | Resource management, collecting, rotate mirrors both ways | | none |
| **NPC** | Jelle & Ember.  Nurse.  Parents. | Ember/Fire God | Ember.  Gods of Death. | Ember.  Gods of Death. | Ember. | | Jelle and Ember, parents, medical staff. |
| **Time Of Day** | Dusk | Night | Night | Pre-dawn | Dawn. | | Day |
| **Colour Mapping** | Orange/yellow | Blue/gray | Blue/gray | Blue/red | Orange/yellow | | Orange/yellow/red |

This table is the full game scene by scene. The group are now moving forward to implement this vision, with the addition of brainstorming more collectables that act as a gating technique. E.g. find a hook and rope to lower a bridge.