Meeting Minutes

Date: 20/10/17

Time: 12pm – 3pm

**Attendees**

Courtney

Heather

Lewis

Tom

**Absentees**

None

**Purpose Of Meeting.**

To finalise the game mechanics of the game to plan level designs and dynamics.

**Outcome Of Meeting**

The group finalised the game mechanics and how they will work in the game, the group also discussed reward systems and briefly the narrative.

* The Lantern (Light Mechanic). The lantern is used for exploring the environment as it is one of the only light sources, it also is used to repel enemies (damage them) on a button press if the enemies are within a certain radius of the player. But it is not a direct weapon. When the player is “attacking” the light will flare brighter and repel the enemies forcing them to go back into the ground (die). The Lantern will also be used for different kinds of enemies, with certain colours of light (changed via collecting different oils) damaging certain types of enemies. The Lantern also serves as the health bar, slowly decreasing in brightness until the player dies from the darkness/fog. The player must fill up the lantern at specific locations and plan their use of it wisely or risk dying. As the player progresses in the game so does the intensity of the darkness, reducing the lights radius and brightness.
* There will be small enemies to allow players to learn and practise the mechanics in the game. These enemies are intent on stealing the players light, and if you get close enough they will chase you. There will be two types of these enemies – guard types who will stay in one spot and pursue if you get close enough. And there will be patrolling enemies.
* There will also be bosses in crucial sections of the game. The boss will have an outfit or item that changes colour and the player must equip and attack using the corresponding colour, these colours will also represent the boss’s health (once the boss is white the player knows they are about to die). The boss will have 3 phases, an action phase where the boss can actively attack the player. An phase where the boss summons enemies as back up. And finally, a phase where the player must use the lantern and a mirror to burn/blind the boss so the player can stun the boss and do a large amount of damage. Defeating the boss will allow the player to progress to the next section, as well as give the player abilities and collectables.
* Reward Schedules. Currently still under discussion and will be iterated on as the game develops. For the moment, the rewards will be: intrinsic through exploration and progression and mastery. Collectable from enemies and bosses, also randomly in the environment. These provide exposition.
* Currency. The only currency in the game is the collectables, which will serve to purchase upgrades/abilities for the player. They will also be used to open doors in the game. This adds strategy to the game as it means players are balancing this currency and making decisions about who to spend a finite resource. It also adds chance as they do not know what is behind each door.
* Abilities. These may be adapted or scrapped as development continues, but for the moment the abilities are as follows: increased lamp oil durability, increased radius of the lamp light, temporary invisibility (costs light), increased inventory storage for collectables and oil, increased walk speed and a decrease in the intensity of the fog/darkness.
* Puzzle. It was agreed that the puzzles would follow a learn practise master loop, with the player just angling the mirrors to hit a specific point with the light, then moving on to hitting multiple specific petrified characters in the next section. This will also fit thematically – as the plyer is experiencing a fall arc where the protagonist succumbs to evil in order to stop the apocalypse it was agreed that the player would “absorb” the souls of the petrified creatures in order to refill their lantern – taking a big step towards their fall from grace.

**Agreed Work**

It was agreed that Lewis would adapt the health system so the lantern is the health and that it reduces over time. He also agreed to add a basic inventory system, and to fix the reflecting light puzzle so that it doesn’t crash Unity and so the mirrors can be adjusted to solve the puzzle. As the enemies are already implemented with basic functionality he will just do minor bug fixing for them.

Tom agreed to continue work on the tile set being used to create the environment. He also agreed to model the lantern, and the torch that will be used for the checkpoint.

Courtney agreed to create some concept art for the UI sprites (currently including the lantern/health bar with different colours for different oils, the inventory shell and some concepts for artefacts and oil vials). She also agreed to update the level design document with the new mechanics and dynamics.

Heather agreed to consider some examples of collectables (in the form of artefacts) that fit in the narrative and can be used to provide context and exposition to the player. She also agreed to make the small enemy models, the first boss’s concept art and type up the groups brief for the game.