6/08/2017 20:00 Discord Chat

Present: Rebecca Brannum, Elliot Page, Max Carter, Zach Cooper

Issue 1: can’t access materials for third year project on the vle. Action: someone email the lecturers for the information.

Mechanical Ideas:

1. Point and Click Adventure Game
2. Survival - Low tech, low level, high crafting, less resource management   
   e.g. <https://www.youtube.com/channel/UCAL3JXZSzSm8AlZyD3nQdBA/featured> http://store.steampowered.com/app/568570/Force\_of\_Nature/
3. Fluid motion system -> create a traversal system that feels really nice. (Tony Hawk, Jet Set Radio, Mirror’s Edge)
4. KILL BIG THINGS (and make it really nice) (bayonetta, vanquish, shadows of the colossus, nier automata)
5. Fun system -> a game in which failure is just as rewarding as success (Magicka)
   1. Maybe branching mechanic? (optional)

Attack on Titan-esque?

Next Meeting for 2pm tomorrow 07/08/17