Group 5 Meeting Minutes

Date of Meeting – 06/08/2017

Time of Meeting – 20:00

Attendees – Rebecca Brannum, Elliot Page, Max Carter, Zach Cooper

Postmortem of previous week’s work:

N/A (First week of project)

What went well –

N/A (First week of project)

What went badly –

N/A (First week of project)

What can be done to improve this week –

N/A (First week of project)

Overall Aim of the Week’s Sprint –

To settle upon a concept which will become the basis of the project over the course of the year. We have hypothesised that the exploration of the following mechanics might be interesting for gameplay:

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 exhibits the conservation of momentum and rewards skill based play. (Tony Hawk, Jet Set Radio, Mirror’s Edge)
4. Boss-battle focused fighting experience (Bayonetta, Vanquish, Shadows of the Colossus, Nier Automata)
5. Easy Fun system -> a game in which failure is just as rewarding as success (Magicka)
   1. Maybe branching mechanic for emergent storytelling? (optional)

Tasks for the Current Week:

Group – Further discuss mechanical ideas, think about potential aesthetic/thematic concepts for mechanics discussed here (untracked, approx. 10h total for group (assume 2h spread for individual members

Max – N/A (unofficial work, untracked)

Rebecca – N/A (unofficial work, untracked)

Joe – N/A (unofficial work, untracked)

Elliot – N/A (unofficial work, untracked)

Zach - N/A (unofficial work, untracked)

Meetings Planned:

07/08/2018. Meeting planned on Discord to further discuss ideas and share untracked work.