Intro – Everyone – Say your name, if you’re a designer or programmer and what level you are.

*Eg My name is Jamie Owers and I am a level 5 Designer*

**Key elements of the Brief – Rhys**

What is the brief and what have we done?

The brief from Sumo Digital is to look into a type of game genre and consider the main mechanic that is associated with that genre. We are then going to remove the mechanic and substitute the mechanic with a refined new solution. For our game we have looked into platformers and changed the movement mechanic.

**Solution to the Brief – Will**

We will be using a puzzle movement mechanic which is a slingshot. From this we will hope to achieve:

* Easy Fun, we will do this by constantly rewarding the player with pickups, particles, character glow, change of facial expressions.
* Hard Fun, we will do this by referring to the Mihaly Csikszentmihalyi Flow whilst playtesting. We want the first level to be a tutorial and then gradually after each level it will get harder and harder making the player continuously invested in the game. It should be easy to play but hard to master.
* With every move the player makes, they have to think about the positives and negatives of every move. Each move is tracked and results to their final score.

**Video walkthrough of the game – Jamie**

Game loop – the player left clicks the mouse and drags the character, pulls the character back with the mouse, when the player lets go of the left mouse button, force is added to the character. When the character lands, the slingshot is now set in a new location. The aim of the game is to get from point A to point B in the shortest amount of moves.

If the character misses the platform there is a kill box that will reset the character back to its previous position.

At the beginning of the level, the character will be sad and as you pick up these pickups, the glow of the character is enhanced and gradually the facial expression will change. The player will be encouraged to get as many pickups as possible so when they finish the level, they have a happy character.

With game flow, this is just a quick tutorial to show the aim of the player. When it comes to the levels we will gradually make it harder by making smaller platforms, platforms that will reset the character.

**List of deliverables – Serban**

There’s still quite a bit to do for our game, the first thing to do is get the functionality of our game complete. We need all the scripts & prefabs set up so when it comes to making levels, we can drag and drop into the scene.

The second thing to do is to start making the levels, Designers in the group will all have a task to create a level each. We will then come back as a group and discuss everyone levels, improving and implement it into our game.