

2/8 Game design meeting

Soap
Box
Pitch
15min

2 minutes to talk about
an idea.

weekly talk about this weeks topaz
topic
30min

Idea
look
Over
15-min

look over an Idea or post
to generate feed back/interest.

Soap Box Pitchs

Wanderer's Charm.

Tp's player to hub

↓ will fix for people later.
(note change to purple)

Hunger Based Health Regen.

- healing in the rift
- food/saturation in the rift.
- Cooking / food / cooking mobs.
- Meaning cooking.

Weekly main topic

Game Pillars

Game pillars are a set of fundamental parameters that encapsulate the overall concept or direction of a video game

in values

- How you play
- What you're playing

2 - 3 - 6

max

more than

Play your own way.

open ended game play

Narrative driven

Repeatability

6 will make walls

Non gated game play.

Rewardsing game play / quests

Embrace Minecraft as a game

Synergies, not classes

Evolve simplicity simple → hard



More than just numbers → more than stats

Players shape their path

Flexible, meaningful builds

Respect the player

Let the player play

challenge without Enforced playstyle

Freedom of creative loadouts

Combitable Combat Archetypes

Risk Provides Reward.

Customisable gear/ability (game play / combat)
minimize required down time
(minimise friction to re-enter
rifts) (Time gating)

Extra challenges for those who
desire them (difficulty choices)

Rewards exploration (of builds,
of the rifts themselves).

Idea Cook over

Weapon ideas.

Question - how to find?

Next meeting talking out
pillars & Divine Essences.