

Minutes of meeting

ALGOSUP - Project room 6 | 04/11/2024

People present:

Name	Rôle
• Mathias GAGNEPAIN	Project Manager
• Enzo GUILLOUCHE	Program Manager
• Evan UHRING	Technical Leader
• Michel RIFF	Software Engineer
• Tino GABET	Quality Assurance
• Axel DAVID	Technical Writer

Brainstorming game type and Ideas

Environment:

- Post Apocalypse

Context:

- A group of human has been sent to explore a new planet far far away in another solar system, they have been cryogenically to economize food, during the travel the ship has an issue and stay in travel for a while before returning to earth but when the crew wakes up no one recognize the earth, it is very polluted the solar system isn't recognizable any more, they think they just arrive to the planet to explore and while exploration they finally realize it's the earth few hundred years later, all their family are dead, all human they knew are dead by consequences of the the polluted area.
- An alien explorer is coming in our solar system to explore it/or landing by emergency and he discovered the earth has none natural building, we have to discover what's the civilisation who lived here and what happen to this planet, finally we discover the entire human race is dead and human made shit and this time there was no way to save the humanity.

Graphic Style:

- 3D lowpoly like Minecraft/Roblox
- 2D like Rainworld/Pokemon

Gameplay style:

- Metroid/Knowledge vania
- Adventure/Survival
- Knowledge vania/Survival

Conclusion:

The meeting was highly productive. At the end of the session, each member was asked to draft two proposals, combining different game styles, interesting game mechanics, and including a few reference images or concept art. Once everyone has completed their proposals, we will review and narrow them down to four distinct options to present to the client and conduct a market study around them.