Minutes of meeting
ALGOSUP - Project room 6 | 12/11/2024

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

Defining the game:

Lore:

- Forsaken Planet

Base Mechanics:

- Knowledge-vania
- Mission/Puzzle
- Ecological actions change the environment
- Scientist occasionally explaining things
- Hub (ship) with multiple zone
- Hostile Fauna/Flora (No Combat)

Graphics:

- 2D pokemon for exterior and small building
- 2D rain world for interior of cave and big building like a skyscraper

Goals:

- Collect data about the planet
- Learn from the mistake that have been done to not reproduce it on our planet
- Restore the planet ecosystem

Nice to Have:

- Random map generation
- Multiple endings (Destroy to fast)
- Adaptive AI
- Coherent death
- Cinematics

Conclusion:

"Forsaken Planet" presents a thoughtful blend of exploration, ecology, and education, encouraging players to uncover and understand environmental impacts. By focusing on ecological restoration and decision-driven outcomes, the game aims to foster awareness and responsibility toward sustainability. With its engaging mechanics and atmospheric visuals, it offers both a meaningful message and an immersive experience. Slight discussion about sound design before a future meeting dedicated to advanced design and sound design.