Team Meeting 3 Summary

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1 Meeting Duration

90 Minutes

2 Notes

2.1 Summary

Meeting was centered around building the proposal document as a team. The main character model was completed. Name of game: Mistborn - Ragnarok

2.2 Proposal Presentation

The presentation will consist of 4 parts: Introduction, Story and Setting, Mechanics, and art direction.

Introduction - Title and tagline (introduce) - Daniel

Story and Setting - Explain backstory and setting, explain traumatic events leading to main character becoming mistborn (losing his crew) - Chris

Mechanics - Explain platformer mechanics and spend more time on the metal / potion consuming parts. Explain enemies, and how to deal with them (only fight using pewter or sneaking past) - Platforming and puzzle mechanics explained by Daniel and Metals/powers and enemies explained by Luciano

Related Games - Trine, INSIDE, Hollow Knight, and Claw - Ayush

Art Direction - How the art references resembles our setting. Explain screenshot and box art. Need a lot of images, mistborn book image, screen shots, and art - Samer

2.3 Enemies

Added Koloss Enemy (Large ogre like monster)

2.4 UI Element

Health bar - numeric points or hearts

Icons for metals carried by player

Simple menu to start game

2.5   How metals/solutions should look

Pewter looks like power stone (purple)

Iron (orange)

Steel (silver)

Pewter can have a negative side effect (keep losing health while it is active)

2.6   Supporting Art

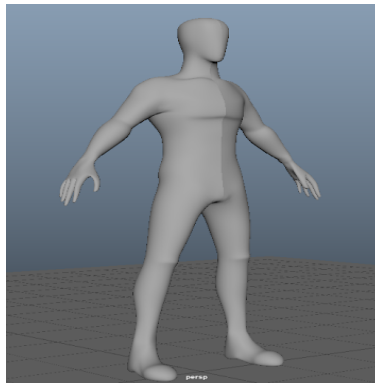Figure 1: Basic character model layout

Figure 2: Basic character with lighting

Figure 3: Basic character with lighting

Figure 4: Possible icon for iron solution

Figure 5: Possible icon for steel solution

Figure 6: Possible icon for pewter solution