

Team Meeting 1 Summary

Christian Plourde 26572499

Ayush Kharade 40042388

Daniel Vellucci 27416288

Samer Yazbeck 40049573

Luciano Porchet 40048537

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1 Meeting Duration

75 Minutes

2 Notes

2.1 Game Details

3D characters, Platformer in a 2D view

Platformer

Singleplayer

Similar to Trine or This War of Mine

Genre: Action / Adventure platformer

2.2 Story

Starts with “Hey you’re finally awake!”
(wake up in a cave? Forest?, need a setting)

The Lord Ruler is dead, Ruin has been released.

Ruin is trying to destroy the world and has gained control of minions and people who become the enemies

Main character is fighting for survival and ends up destroying ruin in the end
(or a higher level minion control directly by Ruin), so ruin is still out there, the possibility for a sequel.

Main character doesn’t want to save the world but gets forced into doing it
(joke story)

2.3 Enemies

Mistings (people who can burn one metal)

Koloss (large enemies that wield swords)

Coinshots(ranged?)

Regular minions (people under Ruin’s Control)

2.4 Mistborn Mechanics

Burning metals (magic system called allomancy)

Iron - pull metal objects toward you

Steel - push metal objects away from you

Brass - Sooth people's emotions (could be used to make people fall asleep)
(throwable?)

Zinc - Riot people's emotions (could be used to charm enemies to fight for you)
(throwable?)

Tin - Heightens senses (could be used to see enemies past the fog of war)

Pewter - Makes user stronger, more agile, increases endurance and healing

Bronze - Detect another person burning metals (made from copper and tin)

Copper - Hide your metal burning from other people

Gold - See yourself in the past (is it implementable?)

Atium - see another person a few moments in the future (is it implementable?)

Collect metals from the environment

Hidden metals, scavenging

Crafted metals

Progression in usability of metal (start with a few, unlock more as you progress)

NPC to provide metals for you (buyable from shops)

Combining metals for different effects? (Could have it so you can't get steel without combining iron and carbon) (or iron and carbon do two different things but when combined they make objects static, this could be used for stasis puzzle mechanics)

Fog of war idea (light coming from player), only things that are illuminated can be affected by allomancy, or faint light coming from every character

Small puzzles to find rare metals

Ruin can change words (give fake hints to the player) player gambles if it is worth going there (could have traps or very powerful enemies in these areas)

Collect carbon from everywhere, if you don't use it all game it turns into diamond and you get an ultimate ability

2.5 Combining Metals Mechanic

Alchemy table to combine metals or unlockable & portable mortar and pestle
(need to be out of combat or at a save point to combine metals)

Skill tree could be accessed from here too (requires to unlock skill to combine metals)

2.6 Mistborn Setting

Black world, falling ash, red sun

Misty Environment

Mistcloaks

2.7 Combat

Steel, iron fighting moving metal objects

Melee only available when you burn pewter

2.8 Enemy Mechanics

Only attack if close enough, move towards you until it is close enough

Chase you to the end of the room then go back

2.9 Supporting Art



