

Team Meeting 4 Summary

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1 Meeting Duration

60 Minutes

2 Feedback

We went over the feedback given by other teams regarding our presentation.

Important points:

Good balance between calm and fight moments

Whenever there is an eery setting force the character to walk through it. Make sure the music is not too loud so you can hear the ambient noises.

Could make the chests (optional ones) contain notes explaining lore for example instead of extra metal.

3 Cutscene

Since they were far from Ruin's influence only some of the crew got corrupted. Started killing each other, he escapes the boat after it shipwrecks. First - boat being destroyed Second - Castaway into an abandoned village Third - Goes into an empty house searching for answers Zoom into character's face and eyes to show determination and the character.

4 Pushing Pulling Idea

Breakable windows/walls with pushed objects. Or pull an object towards you that is behind a wall and this breaks the wall for you.

5 Other

Demo of push pull mechanics from Ayush.