

Team Meeting 2 Summary

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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

Main character is Mistborn (NAME: YORA, THRALL, VAROK)

Main character loses crew member at sea, traumatic experience occurs, he snaps gets access to his powers

Makes it to abandoned village

Hears thumping sound drawing him to the Well of Ascension

Starts moving toward the thumping

When character makes it there he is confronted by Ruin - boss fight

2.3 Enemies

Coinshots(ranged?)

Regular minions (people under Ruin's Control)

Boss (Ruin)

2.4 Mistborn Mechanics

Burning metals (magic system called allomancy)

Iron - pull metal objects toward you

Steel - push metal objects away from you

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

Collect metals from the environment (pots, rocks, chests)

Small puzzles with iron and steel (Steppable platforms that open something like doors), Levers

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)

Death takes you a checkpoint

Climbable walls

Traps (pit with spikes)

If you run out of metals, go back to past place where you got the resources before (once you have run out it instantly restocks)

Objects can drop when pulled can be used in puzzles or fighting

Progression issue - if someone runs out of metals, how can they complete the level. Need to figure out what happens if player runs out of metals, (restocks supplies).

2.5 Mistborn Setting

Black world, falling ash, red sun

Misty Environment

2.6 Combat

Steel, iron fighting moving metal objects

Melee only available when you burn pewter

2.7 Enemy Mechanics

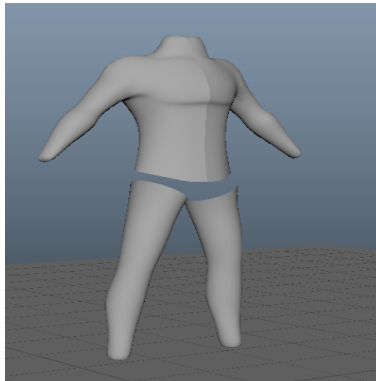
Only attack if close enough, move towards you until it is close enough

Chase you to the end of the room then go back

2.8 Sound Effects

Sound when player walks

2.9 Supporting Art



2.10 Team Member Inclinations

Ayush - Animations, Player Scripting (Movement and interacting with world)

Luciano - Player Scripting (Abilities)

Daniel - Player Scripting (Abilities)

Christian - Asset Modelling, Import into Unity

Samer -