Team Meeting 4 Summary

Christian Plourde 26572499
Ayush Kharade 40042388
Daniel Vellucci 27416288
Samer Yazbeck 40049573
Luciano Porchet 40048537

October 2nd, 2019

1   Meeting Duration

90 Minutes

2   Notes

2.1   Summary

Meeting was centered around polishing our proposal presentation and doing a
run through of it as a team.

Pull Push will work against you if you are using it on a heavy object.
Once you consume, steel or iron, interactable objects will be highlighted.
Consuming metals will require a 5 second animation (balancing).
Pewter heals you slowly.
Pewter lets you fight and increases you agility (speed and jump).
Pewter will not let you one hit kill enemies.
No sneaking.

Breakable walls with rigid bodies
Trajectory for throwing / pulling notes
Do walls break? (experiment and decide)

Need to think about combat system:
Maybe block and attack while using pewter.

Trine pulley puzzles?
Cracked walls can be broken using objects with steel and iron.

Can't kill koloss by just dropping stuff on them, they are strong.

2.2   Metals that exist in the world that can be interacted with

Ship anchor
Anvil (smithing)
Cages for animals and humans
Bell