

Team Meeting Summaries

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Last Updated September 29th, 2019

1 Meeting of September 18th, 2019

1.1 Meeting Duration

75 Minutes

1.2 Notes

1.2.1 Game Details

3D characters, Platformer in a 2D view

Platformer

Singleplayer

Similar to Trine or This War of Mine

Genre: Action / Adventure platformer

1.2.2 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)

1.2.3 Enemies

Mistings (people who can burn one metal)

Koloss (large enemies that wield swords)

Coinshots(ranged?)

Regular minions (people under Ruin’s Control)

1.2.4 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

1.2.5 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)

1.2.6 Mistborn Setting

Black world, falling ash, red sun

Misty Environment

Mistcloaks

1.2.7 Combat

Steel, iron fighting moving metal objects

Melee only available when you burn pewter

1.2.8 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

1.2.9 Supporting Art

2 Meeting of September 25th, 2019

2.1 Meeting Duration

75 Minutes

2.2 Notes

2.2.1 Game Details

3D characters, Platformer in a 2D view

Platformer

Singleplayer

Similar to Trine or This War of Mine

Genre: Action / Adventure platformer



2.2.2 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

2.2.3 Enemies

Coinshots(ranged?)

Regular minions (people under Ruin's Control)

Boss (Ruin)

2.2.4 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).

2.2.5 Mistborn Setting

Black world, falling ash, red sun

Misty Environment

2.2.6 Combat

Steel, iron fighting moving metal objects

Melee only available when you burn pewter

2.2.7 Enemy Mechanics

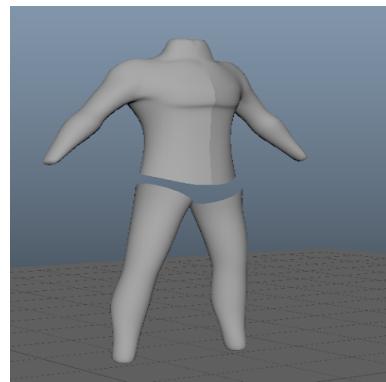
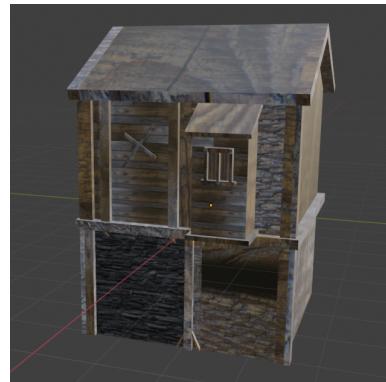
Only attack if close enough, move towards you until it is close enough

Chase you to the end of the room then go back

2.2.8 Sound Effects

Sound when player walks

2.2.9 Supporting Art





2.2.10 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 -

3 Meeting of September 28th, 2019

3.1 Meeting Duration

90 Minutes

3.2 Notes

3.2.1 Summary

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

3.2.2 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

3.2.3 Enemies

Added Koloss Enemy (Large ogre like monster)

3.2.4 UI Element

Health bar - numeric points or hearts

Icons for metals carried by player

Simple menu to start game

3.2.5 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)

3.2.6 Supporting Art

4 Meeting of October 2nd, 2019

4.1 Meeting Duration

90 Minutes

Figure 1: Basic character model layout

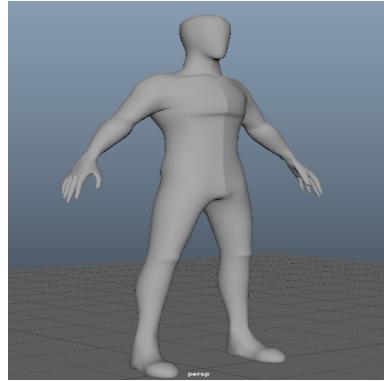


Figure 2: Basic character with lighting



4.2 Notes

4.2.1 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.

Figure 3: Basic character with lighting



Figure 4: Possible icon for iron solution



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.

Figure 5: Possible icon for steel solution



Figure 6: Possible icon for pewter solution



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

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

5 Meeting of October 9th, 2019

5.1 Meeting Duration

60 Minutes

5.2 Task Assignment

Ayush - Player Scripting (powers, movement)

Daniel - Human enemies (ai, get close enough and attack, patrolling, distance from player to engage)

Samer - Cutscenes (4 cutscenes (start game, level 1 to level 2, level 2 to level 3, end game))

Luciano - Sound Management (attack, game sounds, music)

Samer and Luciano - Game State Management (each cutscene is a scene, each level is a scene, saving and loading previous games, checkpoints)

Christian - Lay out level 1 (place assets, puzzles, objects)

Samer - UI (potion bar, health bar, etc.)

Christian - Download all the assets from the assets document on discord and place into the repo

Everyone makes their own branches, push there, and eventually merge assets, ui, etc. from other branches with the level layout. Team progress presentation and working game prototype with game design document due on October 31st. (Create video of game prototype)

5.3 Boss Idea

Boss freezes time, spawns projectiles toward you, time unfreezes and you need to dodge the projectiles (puzzle idea)

6 Meeting of October 16th, 2019

6.1 Meeting Duration

60 Minutes

6.2 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.

6.3 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.

6.4 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.

6.5 Other

Demo of push pull mechanics from Ayush.

7 Meeting of October 23rd, 2019

7.1 Meeting Duration

90 Minutes

7.2 Notes

We discussed making the jumping more responsive by adding a small delay to the time that a player can still jump off a platform to allow him to run all the way to the very edge of the platform. The rest of the session was spent working on fixing bugs regarding various aspects of level 1 including the final puzzle, issues with lever animations, and completing the layout of level 1 in preparation for the presentation the following week.

8 Meeting of October 30th, 2019

8.1 Meeting Duration

90 Minutes

8.2 Address

Major changes since first presentation

We realized that the idea of combining potion may be cool, but it didn't really make much sense to add more mechanics.

It would not fit into what mechanics we currently have so

We will only be sticking to the 3 metals we talked about earlier.

Address critiques

Important thing that was told to us in the critiques was to pay attention to the world design to capture the dark and post apocalyptic feeling in the world.

When we made our first level, we only concentrated on making the design.

If it is possible to something on top of this, we would

We will definitely try our best to capture this dark feeling in our second level if possible.

8.3 Extra Materials

We first planned to leave extra materials in not so obvious areas of the game, but since we choose to have a chest or a source where you could always collect metals when you run out, so instead we would leave behind anything that would explain the lore such as letters or items.

8.4 Calm Moments

There was one suggestion about having calm moments somewhere in the levels. We will definitely look into it, such as walking in a level which shows the character's thoughts at that moment for immersion.

8.5 Progress Done as Of Prototype

Game Mechanics

Platforming: ready

Ladders: ready

Iron and Steel abilities: ready

Pewter: in progress

Regular Enemy: ready

Ranged Enemy: not started

Combat with Pushing and Pulling: ready

Highlighting Interactables: not started

Koloss: not started

Boss Fight: not started

Level 1: ready

Level 2: not started

Boss Level: not started

Sound Design: in progress

8.6 Other

Now that base game mechanics are ready, we will work in parallel to design and develop level 2 and level 3, so we can speed up development.

An important task for us to do is: (make this one slide so they don't critique us on this).

Highlighting interactable objects when either steel or iron powers are active. This will make it easier for the player to find objects which they can interact with.

We will experiment with Unity's shader graphs to implement this, or something simple. Plan for end product: 3 levels (one of which is boss fight). At least 1 more enemy (ranged), we might drop the idea of Koloss due to time constraints or if such an enemy doesn't fit into the game. Collectible Lore notes if it fits in time constraint. (Not a priority).

Rest of session spent practicing for the presentation.

9 Meeting of November 6th, 2019

9.1 Meeting Duration

90 Minutes

9.2 Notes

Discussion of points raised in the question period of the presentation (such as issues with movement of the player being clunky and too fast).

Important points discussed

Attempt to reduce speed of player movement (without breaking the playability of the game)

Reduce jump length (we need to remember that it will be possible to jump further with pewter)

We need checkpoints in our game, especially considering the fact that the second level will be longer than the first

Started discussing ideas relating to the boss fight (phases, strategy to defeat, level layout)

We need to work on the movement of the regular enemies, their fighting is very awkward

Ranged Enemy: not started

Implementation strategy for pewter.

10 Meeting of November 13th, 2019

10.1 Meeting Duration

90 Minutes

10.2 Notes

Demo of Level 2 layout so far (initial graveyard and ideas for puzzle 1), as well as initial boss mechanics in a test scene. We also discussed the need for a pause menu in the game and also ideas for the remaining cutscenes (the ones between level 1 and level 2 and the one right before the boss).

We also discussed an issue with the player jumping with the small delay at the end of platforms. Adding the delay allows the player to double jump if the spacebar is pressed twice within the delay which is totally doable. This is a game breaking issue and so we decided to remove the delay at the end. For now double jumping is actually super useful for testing since it allows us to go through levels very quickly and get to places that otherwise take a long time to get to.

Dicussion of adding prompts for the player to pick up objects or interact with doors and such. The rest of the session spent as a work session.

11 Meeting of November 20th, 2019

11.1 Meeting Duration

90 Minutes

11.2 Notes

The session was spent play testing the game and discussing bugs that we found.

Bugs found

Issues with player getting blocked by the chimney in level 2 puzzle 2.

Issues with player glitching through doors and wooden planks and ball getting stuck in ramp in puzzle 2 level 2.

Need for door opening at end of level 1 and animation bug on lever.

Opening pause menu and closing it before getting to a note causes no notes to be opened in chests (probably due to the pause key and key to close notes being the same)

Ranged enemy shooting at players feet (aim really poor) and coins damage player even after being shot.

12 Meeting of November 27th, 2019

12.1 Meeting Duration

90 Minutes

12.2 Notes

The session was spent play testing the game and discussing bugs that we found. Demo of teleport animations for the boss and Daniel fighting him (he is the best at fighting him and so we decided that he might be the best person to demo this part of our game since the boss fight is quite difficult). Luciano also showed us the transitions between levels and cutscenes and it seems very smooth. Sam showed us the credits and all of the cutscenes.

Bugs found

Bandit able to hit player multiple times.

Player able to hit boss multiple times if spam clicking.

Boss getting stuck in build version of game

Outline Shaders not showing in build version of game.