Notes Based On Conversation We Had On Thursday 20 June 2019

* One of the things that we talked about is weather the game is purely 2D or Undertale (<https://store.steampowered.com/search/?snr=1_5_9__12&term=Undertale> ) 2D
* As the character comes across an enemy – when he defeats them the main char gets stronger
* killing a person is actually converting them into someone happy
* no blood in the game
* game is geared towards happy
* when you beat someone loads of bunnies and happiness is released
* maybe instead of beating the crap out of someone you fill them with happy
* a burst of happy or rainbow goes into them
* we want a good game, put the game on steam, a playable good game that can give money
* Gerry says we simply need better gameplay. So if gameplay is good, the character will become good
* Sophie says that what is important for her and Cairbre is the graphic, she wants her art to be seen in the game. Sophie thinks we need an iconic looking character and that the character will be reflective of their art style
* You will need many more types of enemy
* Zombies, ghosts and skeletons
* We will not program too much until we have settled on a theme
* Donal goes through the Technical Design Document
* Donal goes through the Gantt chart
* Donal’s aim is a 1000 followers through social media so that we will get at least 40 sales but aim for those 1000 followers to generate sales.
* How many levels are we thinking of doing?
* Do a level for every color in the rainbow, seven colors
* Sophie said that the game should be at LEAST an hour – Donal said between 10 – 20 hours
* Some of the best games are repetitive.
* Gerry suggested we looked at “Inside” - <https://store.steampowered.com/app/270170/Depression_Quest/> – it is left, right and jump but there are simply mechanics
* Gerry said that we should simply get one level up first and all the other levels would be same as these
* We agree that we should have a boss at every level
* Sophie suggested that should the game finish too early – the game could wrap around and start again but different
* Gerry said that we should story board the game
* Donal said that after we story board the game and then play that we will know how long the game should take based on the amount of time was spent on how many frames we played
* Donal said that we should have puzzles
* Sophie and Gerry describes some puzzles in Undertale – like getting a block that can get us across a bridge or like when you follow a puzzle of a pattern of leaves.
* Gerry says that we need to have different puzzles.
* Res Evil for example is finding the correct key, Cairbre references half life box climbing puzzles.
* Puzzle based on color, Sophie said if you walk out red, Gerry said if you had a door that was green, and have a pond that was yellow that you have to add blue to the pond to open the door to open it (because green and yellow make blue)
* The more enemies you defeat the more color tokens you get
* Fight mini bosses to get pain buckets
* More you level up the more paint tokens or paint buckets you can carry – my interpretation of this is if you have done the red, blue and yellow levels that now you have those paint buckets
* Could you level up by spending your paint tokens on something
* Axelle suggesting looking into Depression Quest (<https://store.steampowered.com/app/270170/Depression_Quest/>) by Zoe Quinn. Note that Zoe Quinn was also involved in Gamergate, but that is a whole other kettle of fish.
* What is the ending of the game?
* We are going to shoot colors at them
* Sophie suggested shooting colors at them, in level 1 black and white, in level 2 red...
* \*\*\*Bosses should be people from your past that made you depressed
* This going to be a beat-em-up side-scroller 2D platform
* Sophie asked how we make a back ground that scrolls (this is parallax scrolling)
* Sophie and Cairbre describes dungeon, city with smoke
* Gerrys said level 1 could be dungeon, and as you play through the game you climb out of the dungeon, into the next level of the city (don’t know if this is exactly what Gerry meant but I like the idea)
* Who is target audience? Basically teens. 12 – 16s
* Sell the game for €5
* We have to aim the game at an audience... 12+
* Teens young adults. Maybe 12 is too young -
* 12 might be too young but Gerry reminded us it is a game.
* Gerry said depression point of view is a hook
* Donal said that the hook will be used to sell the game to Galway advertiser.
* Donal would like the game to be played by someone whom the game would speak to them
* Ask Customer Requirements
* Personas – make a conglomerate person based on many people
* Design thinking – mutual collaborative brainstorming going through challenges
* Good fun but structured good fun...
* Axelle advised being focused
* Gerry said biggest challange would be mechanics and graphics – that is what is going to make or break a game
* The thumbnails and video is really important as these are what will really generate sales to those who do not know the game.

And so concluded the talk. There was a lot of information there. It was a good meeting. Meeting was around 40 minutes.