**Meeting notes**

Synopsis:

Heaven has been raided by demons and all the angels have been captured or killed however the cupid race is the last standing holy race which the demons need to eradicate of.

We are weaker than the angels but they underestimate our potential. We out smart our enemies with our swift movements and teamwork!

The more we kill we get corrupted but we become stronger with our evolving weapons.

The line between good and evil is so very thin… clarify the actual ark in this document, you wont show the player this but someone who needs to understand the project, you basically, needs it to be clear not ambiguous.

Target Audience:

Young adults 15+ contains violence and controversial religious themes? Clarify?

Genre:

FPS- Bows, pistols. where are the other examples to show the mood of it, i.e. love pistols, care bear grenades? Or crossbows? Slingshots? Boomerangs?

Co-op play

Weapons:

Bows- Long range, Limited number of arrows, pick up more with killing enemies.

Pistols- Mid-range weapon with limited bullets.

Sword- Melee weapon

Ammo system, question infinite primary? As in a base level attack so the player is never helpless

Weapons evolve, how many levels? Visual evolutions as well as damage/power? Final forms or skills?

Enemies:

Demons with scary visuals.

Mini bosses in each level having armour which takes much more damage to take down. Or different weapons counter different armours or defences?

Final Boss is a fallen angel which is fully corrupted who sits in heaven’s throne world. Stop plagiarising Destiny, its unbecoming of such lovely gamers. Seriously, stop.

Objectives:

Each level has a cloud barrier to not progress to the next level until we finish the current level which consists of killing the mini boss of that level and increasing our weapon power levels so we can progress to the next level.

Are all these things necessary to progress? As in fixed progression? Not a better player better progression? Better meaning the more they explore the environment and get kills fast or in a row? Headshots?

Game flow:

We start with a cutscene of judgement day which explains what is going on in heaven and what happened to the angels. What are you basing this on? Is it fully fiction or based in someone’s religion?

We get spawned into a tutorial level to show the players how the game is played. Our NPC team will also give helpful cues to guide us.

Once we have completed the tutorial we start the first level which is when we are introduced to the demons (maybe a mini demon introduction cutscene like 5 secs of character visuals). Stingy on the visuals

We start our mission to kill all the demons in the level and survive.

If we die, our surviving NPC teammates will revive us and we are able to revive our teammates too. (revival timer like 30 seconds of being dead if no one revives you, you have to spectate). Spectate until when? You’re the only player? Maybe go back to a checkpoint not spectate? Hard mode restarts the level on death. Hard mode could just be the base mode pussy.

We will have checkpoints if as a team we all die we can go back on a checkpoint. See above

When we kill multiple enemies in a span of 3 seconds we get a rampage damage buff for 30seconds. Okay cool any like last stand buffs? Speed buffs?

TO DO:

* The players team mates, who are they? where the come from? and why are they with us? So narrative? Motivations?
* Visual mood boards, storyboards for cutscene, level design concepts, character and weapon concept art design.
* Technical lists for programming to be able to section our programming jobs between each other.
* Talk to Salim about the ideas we have and if it is doable. Try and make a list yourselves too, just of how mechanically it would all actually work.
* UI designs and maybe starting unity work for UI next week or the week prior.
* Come up with the game name! be careful, this is your literal game face haha