Team G: *The Fighting Mongooses*

Game: *Bel Nix: Tactics*

Mentor: *Lee Sparks*

Date: *11/18/14*

Mentor Meeting Notes

Overall, Lee was impressed with where our game has gotten and says we’re heading along a good track. The following notes are taken from during the meeting:

* What have people done?
* What state is the game in?
* Multi-player?
  + Won’t have it networked
  + Same computer local play is currently working (because we don’t have AI)
  + Possibility of AI controlling a friend’s save file build
* Showcase the before
  + And then Justin’s changes
    - Good progression and iteration
* What is the main combat game missing at this point
  + Class features (skills and ability stuff)
  + Variation of stats and characters
    - Make situations require a tactical approach
    - Ranged weapons could add a lot of variation as well
      * We need line of sight for this to fully work
* *Suggestion*: Attack of opportunity notification where it is triggered
  + Instead of on where the path starts
* *Suggestion*: Wait always visible as an option to end the turn
  + So the player doesn’t have to make sure their character is selected
* *Bug:* Attack selection doesn’t go away until attacked
* *Bug:* Backstep can crash
* *Suggestion*: Telegraph when movement is impossible
  + But you can move when someone is killed, so it technically isn’t ever impossible in a situation
* *Suggestion*: Double-click to auto confirm
  + Possibly pull UI into game-space
* *Suggestion*: Snap unit direction to nearest “point of interest”
* *Suggestion*: Auto-select movement when move command is clicked
  + And attack when standard is clicked
* *Suggestion*: Have right-click shows health
  + Or shows damage numbers only if we want health to not be a visible number
* Remove bugs
* Be careful with how usability, controls, and UI can change the feel of the game
  + Don’t spend too much time on minute things
  + Started thinking of streamline, wasn’t fun
    - Played others and realized we need it different
      * So we changed it
* How do you feel about the importance of visceral gameplay?
  + Not as high as tactics
  + Make sure it feels how you want it to feel
* This game would play well on tablet
  + Windows 8 machines
* Showed off music
  + Combat music feels dangerous
    - Sounds good
* SFX are important for feel
  + But don’t spend too much time over working the music
* See health on UI at a glance
  + Not having to click every single unit
    - Color scale
    - Bars
    - Breathing (speed up idle)
    - Change size/coloring/speed of selection ring
      * Pulse selection for mover instead
* Fog of war?
  + More necessary for RTS, not as needed for turn-based tactics
    - Getting the jump or being wary of uncharted territory
  + Without FoW, having enemies spawn in another way
    - Convey spawn points
      * Don’t have the Fire Emblem reinforcements fault
  + X-COM enemy movement in FoW is spooky but also translates kind of weird
* Game-Over screen
  + Necessary for our game loop
* Getting AI into our game
  + Simple greedy can be implemented quickly
  + Implement more in-depth when class features are in
  + Presets for variation of enemy classes and behaviors
* Executable by Dec 2nd
* Give Lee access to Trello for feedback
* Death is permanent?
  + Enemies: Dead when health = 0
  + Player: Unconscious when health = 0, bleeding out when health < 1, dead when health = -Max health
    - This is important enough to set a high priority
    - We need specific assets to convey this
    - It is a part of the game and needs to feel right
* Map visuals
  + Current ones get the point across, but are not final art
  + Final art for maps will take a lot more time and commitment
    - Make the style and feel correct
    - Make characters noticeable without looking out of place in the environment
    - Make the maps fleshed out without being too cluttered
* Tasks for next few weeks
  + Ryan
    - Music and SFX
    - Assistance with implementation of systems
    - Tutorial level
      * Don’t necessarily do it too early because things change
        + Things might be more important
  + Jonathan
    - Moving combat code around
    - Class features
    - UI buttons
  + Connor
    - Continue with production stuff
    - Assist with systems
    - Level design
  + Justin
    - Combat stuff with UI
    - Attacks of opportunity
    - AI
    - Bug fixing
    - Other things
  + Jena
    - Layers of unit animation
    - Variation in clothing layers
    - Weapon variation
    - More animations
  + Alicia
    - Inventory item art