
Meeting Minutes

Saturday, June 30th, 2018

Attendees

Lauren | 6:30 pm

Kaitlyn | 4:00pm

Kyle | 4:00pm

Katie | 4:00pm

Janine | 4:00pm

Michaela | 7:00pm

Haley | 7:15pm

Milton | 10:05 pm

Agenda

Last Meeting Follow-up

1. Reviewing story up until this point and discuss plot holes✓

New Business

2. Deciding on personalities of all characters and reviewing all character designs that have been submitted
 3. briefly go through and name each character
 4. Need to review character base and secondary powers and establish them if possible✓ hold off on secondary
 5. have a solid idea of the story for the sake of having good game flow, even though the story is more simple than gameplay✓
 6. create a production schedule for organization, deadlines, work assignments for people, things that need to be reviewed again with the group, etc✓
 7. establish everyone's availability to work on the project so people aren't assigned more than they can realistically complete✓
 8. label the map with all paths in between towns/list every place that you can travel in in the game✓
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Character Thoughts

I have already written down all I could think of for Horse. For snake, Imagine that he was chosen because the snake clan wants to make a new name for themselves and be known for not being a clan of sneaky asshats and chose Snake because he is so responsible with his duties and stuff. It might be a stretch because i assume we want to be as close to the original story as possible but that's what I had in mind. I don't really have any strong opinion on snake other than I do not think he would have a fatalistic mentality, but a realistic hard hitting one.

I am currently about to work on monkey, and the way that I imagine him is a young teen (16 - 18) that constantly sneaks into his favorite casino spot. He stole someone's uniform there and wears it as his norm with his own flair to it. He is fun and impulsive which is the root of his problems. Maybe his trait should be jumping and dodging because he has gotten used to getting in trouble so much that he has obtained fast reflexes. His Shrine would be a roulette in the casino, and he always wins whenever we plays it. I am not sure if the casino is owned by his own family, or if it's a company that's like a family to him. Maybe he was an orphan kid that roamed the streets | which would explain his mischievous behavior | and stirred up trouble until the owner of the casino would occasionally act as a father figure for him | and that casino owner was the successor of the shrine and saw potential in Monkey and passed it to him | --see master notes for monkey

#wordvomit

I wanted to put this out there because these were my thoughts when I started him, and I also added a lot when I typed it up. I don't really know what type of backstory he could have officially, but that's one that I thought of. I could just make him the owner of the casino who smokes and drinks and is an older male that is very fun to be around too.

I just really like the casino idea

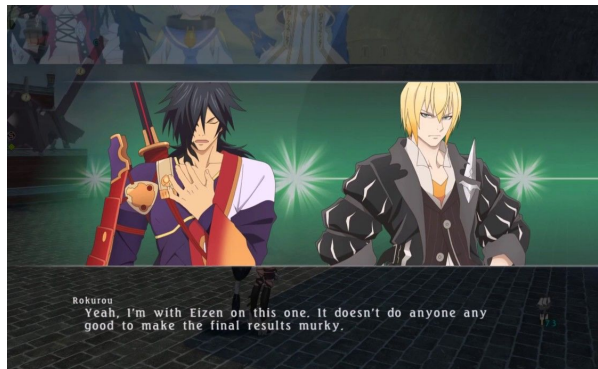
I also know how we do not have characters to have really intricate backstories, but I personally think that it wouldn't make them as interesting/important if it were something like "Village voted for them to be successor - boom - Zodiac Guardian " XD - Lauren

Questions | WARNING - COULD BE OVERWHELMING |

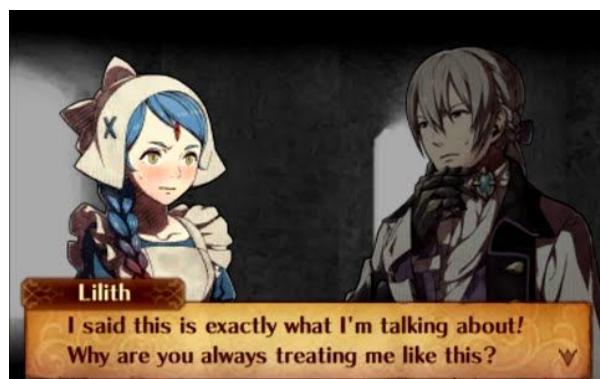
- Will each character be able to have the ability to attack? Will some be stronger than others? - Lauren

- Yes every character can attack for simplicity's sake. The ones that are stronger will take away more of an enemy's health. This will be referred to as "Generic attack"
- Is each characters shrine one of their choosing? Or is it something that cannot be changed from person to person? - Lauren
 - No. Think of the shrines as a natural energy source like an oil well or underground mana river. The rat clan just so happened to build their shrine over it.
- | Important - Game Mechanic | How will the player be able to switch between 12 playable characters *conveniently* enough to where it will not become a hassle? Will there be 12 playable characters that the player can access anytime during the game, or would it be limited playable characters where each character would be played but only certain parts | Ex. Locked intro level with Rat, Locked level with Pig when going to her shrine, etc. | if it's locked gameplay, it would be easier to heighten each characters special trait, and would make specific levels and areas suited for them. - Lauren
 - A couple different ways: either the characters can be set to hot keys (1-0) or to toggle with one key. They could also be a menu that could open up kind of like an inventory. All characters are always available except the opening which is just Rat.
- Is this a strategy game or a turn based fighting game? More focused on story (lots of dialogue between characters/lots of cutscenes) or more focused on gameplay (puzzles/stealth/battles)? - Lauren
 - ABS: action battle system type of game. Things move when you're not moving. The game involves small puzzles that encourages you to use each character's abilities in the shrine. As far as story goes, it is 50/50. There will be equal story and puzzles.
- | Not as important | Will there be any relationships that are canon? Example. Snake and Horse are dating or that Ox and Pig have an on and off thing or that in general some of them have a significant other/a crush | For variety, I would like it in there, but it is definitely not necessary - Lauren
 - No canon relationships. There can be hints in the story but it should be up to the player which support conversations they want
- | Important - Sergeant | How young is the sergeant? How could someone at a young age be in such a high position to make big orders like overtaking a whole company? Will this be an underground mafia leader or a respectable military sergeant? - Lauren/Michaela

- Respectable military sergeant. As far as age he's supposed to be 30's. Kyle and Kaitlyn like the design that was there so we may not redraw but can make his hair a little more gray or say in game that he looks young for his age.
- **|Important- DIALOGUE|** How will be able to touch on the backgrounds of each character? Will there be small skits like in the *Tales of* games:



Or would it be more like *Fire Emblem*:



Will there be optional side conversations or would all interactions be mandatory? - Lauren

Well, uh, we won't have voice acting or animation so it'll have to be more fire emblem. The side conversations are optional.

- Is this a free range open world | Meaning the player is able to go back to previously discovered towns/areas| OR is it a limited open world | Meaning that there is no going back to previous towns/areas? - Lauren
 - It's not open world. The character does have the ability to go back to previous towns/ hence side quests and things. No level up system.
- | Important - Art Style | What kind of art style does this game revolve around?
 - Uh...my art style??? And Katie's pixel art ??

- Since Dog's ability finds items - What kind of items will be in the game | Ex. healing potions, armor, weapons, etc.
 - Mostly material like items. Ex wood, diamond, amber etc. There will be a currency but you can't really buy things. You can use the money to upgrade/rebuild the shrines that were destroyed. No healing things since you have pig and no weapons or armor because this isn't a final fantasy type of thing.
- Does the world know about the zodiacs? Would some places hold them to be more important than others | Ex. Traditional Villages vs Modern Cities - Lauren
 - They are aware but they aren't really revered. Ex they are worshipped or anything by normal people.

Discussion

- |DISCUSSION - OPINION | I always assumed that only the person that is blessed as the guardian of the zodiac would be the only person that would obtain attributes of that specific zodiac. I believe it would enhance how important they are in their family/community and prove worth. If everyone had the zodiac trait, it wouldn't make the main characters seem as important. I think it would be interesting to see how it affects the characters personally.
 - We discussed through it and our response is that, no everyone in the clan shares the same ideals and qualities. The only thing that the zodiac has is that they have powers/ abilities that the other clan members do. As far as the importance factor, no there won't be complex backgrounds like you want for snake or horse. Every zodiac has to be invested in their role as a zodiac or they won't care much to reestablish it. They all actively want to reclaim their shrines and their communities.
 - Ex. Snake is a college student who wants to travel/do his own thing, but is unable to because he was blessed as the guardian.
 - Ex. Prior to being blessed, Horse's family was middle class | or lower class for more drama | but when she was blessed, her and her family were immediately accepted into the high class community and suddenly her whole clan/village treated her with importance
 - Ex. Rabbit embracing being blessed, and using it as a quirk for her idol career

- |DISCUSSION - OPINION | I imagine that every shrine location visited throughout the game would be an opportunity to find out backstory of that shrine's guardian. When going to Pig's shrine, we will be able to understand Pig's lifestyle by how NPC's interact with the player/Pig, how Pig lives, what kind of place the shrine is held and where such as a village vs city. - Lauren
 - We will definitely be learning more about their lifestyle, so yes, this is correct.
- |DISCUSSION - OPINION | Names for characters should definitely be established, but I imagined that when the Zodiac's address one another, it would be by their zodiac title. Li Jing would be Snake, and Tuya would be Horse. It would be easier for the player to remember who is who in my opinion - Lauren
 - As far as names go, the zodiac titles (Rat, snake, dragon) will be used familiarly. So they will be used between the zodiac but not from NPCs or clan members. Those will be their real names. It could also be a relationship type of thing. Ex. the NPCs at pig's shrine may call her "Ma" or Horse's may call her "Captain". They can also have special nicknames revealed in the support conversations like maybe Monkey could call Rat "Cheese" or something.

Notes

- **Extra: How will the character get to the last two shrines if they are at the end of the game?** There will be fast travel option but you can walk as well. There will be other towns the player can explore or also easter egg bosses and side quests. Also there will be an increase in spawn points for enemy spawns.---> After beating the horse shrine you may get fast travel option
- Extra: Ultimate attack for pig should be a shield because it beats the loophole of if the military were to come back and take over the shrine again. ---> or talisman assuming if she dies
- The character personalities will not be individual but will be based on how the zodiac interacts with their community (ex. pig is very motherly and cares about her clan like a family while rat is more of a leader and employer)
- By upgrading the shrine the zodiac's popularity will grow
- Extra: there will be roaming enemies introduced into the game but only late game/ after completing the first four shrines
- Consider snake being more traditional and ox being more modern. Need to reconsider snake's design and personality. Ox's design needs to be reworked to reflect his occupation
- Rabbit's, horse's, and tiger's designs are final.
- Rooster and goat's shrines will be switched. Rooster will appear earlier but in the same area as where goat would normally appear
- Tile size of maps-coding thing

- **Story:** After the shrines are taken, the dark energy corrupts the animals in the vicinity, turning them into mutant dark beasts that attack people. The darkness also corrupts the sergeant with the power. It also explains how cat has zodiac related/supernatural powers

Story Elements:

The sergeant is from <China>. He has good ideals and initially wants to use the zodiac's power in order to provide a clean future for China however he gets corrupted by the power that he gets. The leak of power without the characters protecting the shrines causes corruption in the environment which corrupts the animals, making them feral and violent and attack the player (giving you reason to kill them). You see the progression of the corruption through the game through battling the sarge and cutscenes of Sarge and cat.

Sargeant notes: war hero, trying to do the best for the people but it goes wrong,

Mechanized machines installed by the sarge that you destroy once you take the shrine back over

First Arc:

Rat & dragon ceremony stuff

Sarge & Cat: At this point cat would have approached the sergeant and told him about the power source underneath the shrines. He has been taking her word for it and arranges a military force. She explains that it may require him taking over some land or even costing some lives, but he is dedicated to moving forward for the sake of China.

Second Arc:

First to fourth shrine: Includes pig, dog, rooster, and ox.

Sarge & Cat: since sarge will be fighting as a boss battle during the fourth shrine, he will show a little unreasonability regarding the power. He sees the shrines being taken over and he/cat realizes they have to stop them. Dedicated to stopping the zodiac from proceeding however he hasn't mastered his power yet.

Cat you meet in the first neutral town, asks the player some open ended questions. You don't know who she is but she knows who you are. You don't fight her yet but she questions why there is an imbalance in power between zodiac. <cutscene>

Third Arc:

Fifth shrine to ninth shrine

Sarge & Cat: You meet cat at the 6th shrine and battle sarge at the 9th.

You meet cat at a neutral town (between goat and snake shrine) and her conversation with rat escalates to the point of her saying “you know I’ve always hated all you zodiac” and then leaving.

The first time you fight cat, she is no longer about stopping you and blatantly expresses her hatred toward the zodiac, ensuing a battle. Later (maybe beginning of 7th shrine location) you meet cat again and rat interacts with her-questions her hatred for the zodiac and she tells him about her time in poverty and the unfairness of the zodiac never knowing hardship. Rat tells her that it isn’t that easy and that the inheriting of power is not that great since they receive it only after their mentor is dying. He mentions monkey who was an orphan and that the zodiac are trying to do the best for their clans and tribes. He mentions himself and how he inherited the power from his father (who is dead) and he just wants to make his father proud and fight against the prejudice against the rat clan. (maybe mention that his clan is disliked for being unfriendly or sth)

>>Include cutscene between cat and sarge where she is doubting ~8th shrine. She worries about the current state of the environment, towns etc, states this isn’t what she had in mind.>> At the time you battle sarge, he has started to be corrupted by the power-discoloration of skin here. Can’t be reasoned with as much-power hungry.

Fourth Arc:

Tenth shrine and eleventh shrine

Sarge & Cat

<Sergeant/Cat cutscene: he’s really impulsive and corrupted and refuses to listen to reason. She expresses her doubts but he doesn’t want to listen. This happens around the eleventh shrine

>After eleventh shrine you meet cat again on your way to the rat shrine. She warns you that the sarge has started to lose his mind and that it is dangerous to fight him again. Maybe mentions that she doesn’t want for you to lose your life

Fifth Arc:

Ending, twelfth shrine

At the end of the shrine, you encounter cat and the sarge. You fight cat in a battle but she is unable to defeat you. The sarge stabs her since she is unable to finish the job and she is assumed to be dead. Then you fight the sarge, who overpowers the character. At the last moment cat jumps to save the player and dies for real this time. Then you fight the sarge again.

Action Items

1. Kyle and Kaitlyn design basic map and send to Katie/Janine in order to figure out parallax mapping
2. Doing more character designs and stuff
- 3.

Next Meeting Agenda Items

Kyle and Kaitlyn present what they have learned research

Review character designs over the past week