**COMMUNIST PROGRAMMER’S PARTY**

Project Digitalization

**Minutes of the Meeting**

Onboarding Meeting

**DETAILS**

* **Date**: August 26, 2024
* **Time**: 1:00 PM
* **Location**: Communist Programmer’s Party Discord Server
* **Attendees**:
  + Aris Justine Dizon
  + Ivan David
  + Marc Victor Velasquez

**AGENDA**

Project Idea Introduction

* Marc Velasquez introduced the project with its development name Project Digitalization. The commercial name will be determined by Adrienne Clark Atim later.
* Presented the initial story of the game where humanity gained God-like powers, leading to the nearing destruction of humankind.
* Displayed the references used for the proposal such as the Mario & Luigi RPG series and Square Enix’s HD-2D art style.
* Presented the proposed gameplay style where it will replicate the combat of the Mario & Luigi RPG series but with swappable weapons, which will allow more customization during combat.

Gameplay Brainstorming

* Ivan David suggested using Risk of Rain’s time difficulty mechanic where the longer the player is in a game session, the more difficult the enemies will be. This will encourage players to blaze through the game as soon as possible while also considering their strategy later in the game.

Identifying the Tech Stack

* Marc Velasquez proposes the Godot game engine (.NET version) to develop the game. Although the game engine is better off using its proprietary programming language, GDScript, the development team agreed to use a programming language that was familiar to them.