MEETING REPORT

Team: Isekai

Date of Meeting: April 05 2021

Start Time: 11:00

End Time: 12:30

Meeting Location: Discord

Moderator: Louis Ziko

Recorder: Klevis Ngjela

Other Members Present: Redon Basha, Kristi Cuni, Glaud Godeni

Members Absent: Jusild Kadri

Topics Discussed:

- What genre of 2D games are we going to focus on.

- Which is the best framework / game engine to use.

- How we are going to find assets for the game.

Decisions Made:

- Genre of the game

We decided to go with the Metroidvania genre because it is the most similar with our 2D game idea. The paragraph below will provide further information about this type of genre.

- What is the Metroidvania genre?

Metroidvania is a subgenre of [action-adventure](#) [video games](#). The term is a [portmanteau](#) of the game series [Metroid](#) and [Castlevania](#). Metroidvania games use game design and mechanics that are similar to games from these two series.

Metroidvania games feature a large interconnected world map the player can explore, though access to parts of the world is often limited by doors or other obstacles that can only be passed once the player has acquired special items, tools, weapons or abilities within the game. Acquiring such improvements can also aid the player in defeating more difficult enemies and locating shortcuts and secret areas, and often includes retracing one's steps across the map. Through this, Metroidvania games include tighter integration of story and level design, careful design of levels and character controls to encourage exploration and experimentation, and a means for the player to become more invested in their player character

- Game engine

After we searched through some game engines we decided to use Godot. It is a free framework and very good for 2D games. It is on par with Unity's game engine, and its community is highly active and helpful on their forums.

- Assets

For assets we are mostly going to use free 2D assets that are provided by Itchio.io website.

Time, Place, and Agenda for Next Meeting:

- Next meeting April 012 2021 on discord.