

2/8

Game design meeting

Soap
Box
Pitch
15min

2 minutes to talk about
an idea.

weekly
Topic
30min

talk about this weeks topic

Idea
look
over
15min

look over an Idea or post
to generate feed back/interest.

Soap Box Pitches

Wanderer's Charm.

Top's player to hub

↓ Will fix for people later.
(not change to purple)

Hunger Based Health Regen.

- healing in the rift
- food/saturation in the rift.
- Cooking / food / cooking mobs.
- Meaning cooking.

Weekly main topic

Game Pillars

Game pillars are a set of fundamental parameters that encapsulate the overall concept or direction of a video game

in values

↗ ↘

Play your own way.

look at rewording / catching

- How you play
- What you're playing

open ended game play
Narrative driven
Repeatability

Non gated game play.

Reworded game play / quests

Embrace minecraft as a game

Synergies, not classes

Evolving Simplicity simple → hard

More Than just numbers → more than stats

Players shape Their Path

Flexible, meaningful Builds

Respect the player

Let the Player Play

challenge without Enforced playstyle

Freedom of creative Loadouts

Combinable Combat Archetypes

Risk Provides Reward.

2-3-6

max

more than

6 will

make
walls

Customisable gear/ability /game play /
combat

minimize required down time
(minimise friction to re-enter
rits) (time gating)

Extra challenges for those who
desire them (difficulty choices)

Rewards exploration (of builds,
of the rits themselves).

Idea look over

Weapon ideas.

Question - how to find?

next meeting talking out
pillars & Divine Essences.