

Design Meeting

23/8

Soap Box

maloki - best tables find way to fit gear tables into loot tiers.

Galactic - Classes - Wants a CONVO (character classes) (yes or no) later game thing?

maloki - make into skill tree?

rachaelrose - what about making it
Proknen. ← have no impact on combat.
eg. get's dabble wood from trees.

Galactic - make it story building focused

maloki - link skill trees to ability to use some Rune gems.

Rachaelrose - talked about passive skill trees.

Main topic (Special k's work).
Player progression Adventure (some CJ's notes)

player ui
guild ui for Reputation.

with guild unlocks
some in guild tree some
just free to unlock.

with guild ability unlocks.

(Notes and pic's in game-design)
" what does player progression
look like

Player progression (In open-ideas
" Player level/
Attribute System)

with cool spread sheets

Perks - cool unlocks with A or B
choices.

Player Build. - Stats.

rachael rose - Player level vs Player
Progress.

malokei - good to discuss.

Idea look over.

Skip.

Next meet main topic

Big notes from big meeting

every says bye to
Sp3cialk as they leave
have way through sentence.