Log for Week 2

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In week 1 we were given an option to choose a project that would interest me. A project that was not too small yet not too big. I was not to sure what to do for my project. I then decided to make a game being that I play a lot of them. I wanted to make a top down first-person shooter similar to Gun Bros and Enter the Gungeon. Both games are simple as in killing enemies or be killed by them. I shortly got the idea of making a game that you could eventually escape along with the enemies trying to kill you while you’re doing so. This idea soon went out the window.

I’ve done some intense work trying to figure out what type of engine should I use, a game or physics engine. I’ve come to learn that game engines are basically pre-made graphics, physics, networking, input, AI, etc. that you can tweak around to use for your own. Physics engines sole purpose is just to move objects around in a simulated world. It goes into a lot more depth but I get what I’m doing.

Week two comes along and now I have the exact game I want to make. The game is called Banana-Rama. The idea is that I want to make it only multiplayer. The minimum of 2 to the maximum of 8 players will be trying to eliminate each other by throwing bananas at each other. I haven’t yet figured out if I was going to add power ups to the bananas. The power up would be that the bananas will open and fall on the floor to have players slip, fall and take damage.

Being that I don’t still know what approach to take, I’ve been watching multiple YouTube videos on people who do this for a living.