**Meeting Notes for 20 September 2022 (2pm -3:00pm)**

- Start Ideation phase, brainstorm either about different types of games in the racing genre or brainstorm on different types of hypercasual games and what new feature can we bring to that game. For example, bring something from AAA title to a hypercasual.

- When the list of videos for game development ideation get compiled, go through each of them to have a basic understanding of game development and what is expected by us.

- After brainstorming, fill in the template provided by Mohsin for accommodation of our ideas and ideology.

- Should play atleast 10 different games of the selected genre/type to get feel of the type of games and what new feature to add on top of it.

- ping faizan when the ideation is ready

**Meeting Notes 26-08-22**

Tilting a phone is considered a slight inconvenience for the end user, because the player has to utilize both hands to play the game. A game which can be played using two hands is considered easy to play.

We have to think of 3 ways in which we can integrate social elements/features into the game (Abdullah's personal assignment)

Continuously keep researching how new racing/driving games are evolving, what unique features are they bringing to the market.

What will be the starting animation sequence, for example, showing progression from thieves to our car. Are we the thieves and what are we being chased by? The animation should be short and under 8 seconds so that the player does not get bored. Plus animation generation expertise is required for a good animation, which we don't have.

Endless runners are very old designs. Temple Run etc are popular because they're old, those types of games not suited for today's environment.

Live and breathe the racing genre for next 8-9 months in research. Live in present and check out games of today.

Game controls should be easy to learn and easy to use too.

We will have to learn path generation if using Unity maps. Unity should generate itself again to give infinite track. Landscaping + titling leads to loss of audience as game controls become specific

Our idea is not very marketable but not a problem for Sproj.

Before the next meeting Install 10 games(5 driving, 5 racing) which have 1M+ downloads and play them for at least 1 hour. Understand how the game mechanics, logic work. Finalize the narrative.