Group Project Meeting Notes

Alex Carolan, Matthew Conway, Gary Fung, Ben Kendall, Leo Lam, Val Williams

**Contents**

[1 24 October 2017 2](#_Toc496638969)

[1.1 Decisions from Meeting 2](#_Toc496638970)

[1.2 Feedback from Tutor and TA 3](#_Toc496638971)

[1.3 Actions for Next Week 3](#_Toc496638972)

[1.4 Updates Since Meeting 3](#_Toc496638973)

[2 References 4](#_Toc496638974)

**Figures**

# 24 October 2017

## Decisions from Meeting

Ben is the group leader.

Initially agreed that target audience is kids age 11+. However, after deciding on Christmas themed game, the audience could be family, as others may be happy to play this once or twice because it is seasonal.

The game is a platform game with approximately 4 levels. The purpose of each level is to find a key to open the door at the end of that level.

The user must navigate a route to find the key. There will be items to pick up that will subsequently help to navigate past obstacles. For example, a rope, glider, bouncer, or flying mechanism (perhaps a reindeer), or a plank or block to help player travel further/higher. The player can pick up the item by simply passing over it, but they will need to actively do this, e.g. by going down a dead end. If they get to an obstacle without the aid, there will be a prompt to indicate that they need to find the aid.

Increasing levels will increase in complexity, and have more objects.

We will consider including death conditions at each level (1 or 2 at level 1, increasing with level).

The game is a simple adventure game, though we may include a small element of shooting/fighting to navigate a platform level.

When the key is used to open the door at the end of each level, a puzzle will display. Each puzzle will be linked in some way to its level. Example puzzles are: river crossing, cross via moving blocks, balancing weights, memory puzzles (e.g. find the pair), riddles, slide one tile at a time to reveal a picture, move one tile at a time to free a trapped object (e.g. traffic jam), frog leaping between tiles (selecting the right tile by solving a question), Celtic knot.

Once a puzzle is solved, as well as going up a level, the user receives the next prize.

The game is Christmas themed, the objective being to prepare a room for Christmas. The prize for completing each puzzle is a new element added to the room:

1. Christmas tree
2. Room decorations, tinsel, cards and lights
3. Stockings on the fireplace, and gifts under the tree
4. A dining table laden with food (and anything else to make the room really bright and festive).

Each puzzle will be based on (or contain some hint of) the prize for that level. Hence the platform leads to the puzzle which leads to the prize.

Completion of the platform levels and puzzles will each be timed. Faster completion will give more points which will be displayed on a High Score table (the user can choose to enter their name if their score is high enough).

The user can choose which character to play as. One suggestion is a Christmas elf. Characters should be bright and stylised, perhaps cartoon-like.

Completing the game should ‘release’ a better character.

We will use some Christmas music during the game, with appropriate sounds when something happens, e.g. finding the key, finishing a level, finding an assist-object.

We expect the puzzles to be grid based (like the River Crossing game for 110 last year), and if they are sufficiently similar there may be scope for code re-use.

The platforms will probably be grid-based as well, with tiles for the various backgrounds.

## Feedback from Tutor and TA

Generally positive about our ideas. Three specific comments:

1. Need to make sure there is enough interaction at each level. Each level must be different and sufficiently engaging.
2. The puzzles should not detract from the game, and should not appear too separate. Need to link platform levels and puzzles with rewards to make a coherent game.
3. Although the design will be provided by Christmas, the implementation will be provided by Easter. (We had discussed this, but like the idea of doing a game for Christmas.)

## Actions for Next Week

Ben and Val to produce ideas and sketches for puzzles. Val to write up notes from meeting and put on github.

Gary to work on ideas for the platform levels, and progression through the levels.

Leo likes drawing, and volunteered to come up with some ideas for a sprite-like character. We will also need some ideas for platform tiles.

Matty and Alex to set up github, look at Joe’s game engines from last year to see if we could re-use any ideas, and think about how we could use grids for the platform levels.

## Updates Since Meeting

| **Name** | **Topic** | **Comment / Update** |
| --- | --- | --- |
|  |  |  |
|  |  |  |
|  |  |  |

# References

[1] Title, url, accessed: 2017-07-25