Computer Project File Sup-2022

$\begin{array}{c} \textbf{PEnuts} \\ \textbf{Logbook} \\ \textbf{\textit{By CAPZ}} \end{array}$

Alexandre POIRIER-COUTANSAIS Cloé LACOMBE Ziane LAYADI Pierrick MADE

last version : January 13, 2018



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05/01/2018	Concept of the game	

Wednesday, December 20, 2017

First meeting before the submission of groups

Done:

- The name of the group is found : CAPZ
- The name of the project is also found : PEnuts
- The concept of the project is then found :
 - Play with the vision of each player
 - Complementarity concept
 - Low-assets

To do for the next time:

- Finals revision
- Start the book of specifications
- Start using Git / Overleaf / Unity

Remarks:

This first meeting gave many ideas. There were in fact too much good concepts.

Friday, January 5, 2018

Second meeting to speak about the game itself, the book of specification, and see each other after vacations.

Done:

- Speak about the Book Of Specifications
- Speak about our vision of the game (finally useful to see that we didn't have the same one)

To do for the next time:

- Each member need to find for each of those thing examples in games of what he wants to do in the project.
 - Possibles actions
 - Possibles movements
 - Example of map
 - View of the players
 - Way of loosing
 - Way of wining
 - Goals
- win against the Finals

Remarks:

That was not the most productive afternoon mainly because of the finals coming soon. We did not manage to do what was planned. But the good point is that we saw some confusions about our vision of the project. So we will be able to deal with it for the next time.