Breakout Room Notes

* text-based adventure game
* multiplayer option where players take turns (1-4 players)
* 2 main coders, 5 other team members readily available to chip in and contribute
* Everything GitHub – Chariane is point of contact
* Michael D and Rob – coming up with storyline and narrative of game (creative aspect)
  + Michael E and Ever will be involved as well
* Testing – Chariane
* C++
* Secondary coder – Christina
* Dom – Requirements
* Chariane -Tools
* puzzle-game (maybe Indiana Jones-esque, or strategy and sci-fi game)
  + maybe survival game
  + maybe escape room (put clues together to escape a room)
    - can be nested into a survival room
    - you’re held prisoner, what do you do to escape the guard?
* storyline – there’s an intro that gives context of the game’s story before you start playing
  + ship crash lands and player has to pick valuable items (have their pros and cons)
* make flowchart of storyline
  + A.I. technique of making a tree for all possibilities
* simple health bar
* is it possible to have sound effects or theme music in C++?

Class Notes

* have 1 product owner
  + responsible for documenting and coordinating this in terms of our requirements and prioritization
  + works with scrum master and backlogs
  + this person also does most of the QA testing (quality assurance)
* have 2-3 coders
* someone can do tools, it’s not a huge task and is fairly quick
* scrum master