**Week 2 Meeting Agenda.**

* **Last week.**
  + Complete personal descriptions.
  + Look over assignments.
* **Brainstorm game ideas.**
* **Worst possible idea.**
* **MVF’s.**
  + Player moves and can gain or lose health.
  + Side scroller/platformer.
  + Weapon is projectile.
  + Pixelated graphics.
  + Control with keyboard and mouse.
* **EVF’s.**
  + Character speed adjustable based on ammo/health.
  + Ammo/armor is interchangeable.
  + Synth backing track.
* **Roles.**
  + Corbin: Team leader, developer, soundtrack.
  + Hamilton: Developer, level design.
  + Michael: Lead developer.
  + Connor: Graphics, Animation.
  + Leo: Animation, Developer.
  + Ross: Lead tester.
* **To do.**
  + Decide standardized naming/conventions.
  + Research on our areas/roles.
  + Next meeting a time.
  + Fill out personal details on Trello.
  + Start thinking about your personal level and character design preferences.

Our Game : **Scrap yard**.

* Scrap becomes part of the player. Whenever you pick up an item it adds to the pile.
* Become slower the more you pick up, but score is higher.
* Floating magnet collects scrap from you.
* Higher amount = higher health.
* Powerful weapon is explosive.
* Enemies are other scrap. Scrap Royale.
* WALL-E in secret area? Parts around scrap yard?
* Graphics are less complex. Pixelate scrap photos.