Meeting 18/09/2018, 13:20

Present

Brendan McNally (Speaker)

David Marshall

Absent

Ross McGouligan

Meeting brainstorm.

1. We discussed what different type of methodology we were going to go through and we have decided to pursue the agile method as it is what we both have done through-out college and it helps us make it within the time frame given to us.
2. We also discussed by using the methodology waterfall but we feel that that method will be too rigid for the project we are making.
3. We discussed the different game ideas each of us manifested in our brains but we decided to go with a project about a time travelling man who can reverse and fast forward through time to be able to complete different obstacles and to complete the objectives given.
4. We decided this was the best option for the group as it challenges us but is also a realistic task that as a team we are more than capable of achieving in the time given to us, we also thought it was a great idea as the idea it’s is completely unique and ads an interesting mechanic to the game.
5. Followed on from last week we also agreed the game would be better in 3D rather than 2D as it gives us more room to be creative and design more dynamic levels for the players to experience.
6. We discussed the possibility of having some enemies in the game to give the game some depths and not just a simple puzzle game. We haven’t thought of what the can be yet but we know enemies will be involved in the game.
7. We discussed the potential inclusion of particle effects to give the game more life such as water effects, sparks or fire.
8. We spoke about how many levels that are in the game, we agreed that we would initially would aim for three levels but as we are using the agile method we could possibly add more in the end of the project if time is left.
9. We then spoke about the art style that we would go for and came to the conclusion that we were going for 3D polygon still with some cartoon art style.
10. We have decided to go with sprints as it gives everyone in the team a timed task to motivate the team more.
11. We decided to go for the black box testing as a whole as a team but with the main programmer David doing some white box testing when appropriate.

End of meeting 18/09/2018, 13:45