**Things that we need to decide**

1. The theme or style of game, pixel art?, 2D, 3D? What is feasible for us to do? Then after that what theme, is it fantasy? Sci-fi? Something modern?
2. How will the game animate, will it be still frames that switch, a single frame character that slides across the screen, multiple frames as the character moves along with anything else that may need it, how will we do this? Examples are <https://processing.org/examples/sequential.html> <https://processing.org/examples/animatedsprite.html>
3. How complex can we make the game? What are we capable of making coding wise?
4. The narrative or the absence of it, basically what kind of story we want that hopefully correlates to the theme so that it actually makes sense.
5. How the player progresses, as in what way will you progress will it be getting better equipment? Skills? Or perhaps just as the player himself gets better he gets farther.
6. How the game progresses, how will the user be moving throughout the game, different floors that the character will climb/descend, A static stage where all the problems pop-up, moving left or rights to different static stages, open world where the user moves around as he pleases.
7. The difficulty of the game and how it progresses as the user progresses
8. How long do we want the game to be? Will it be a game in which the user has multiple paths to choose from? Perhaps random encounters based on rng so that it could be played many different times
9. Decide what kind of sound/music we should have in or if we should have it at all.
10. How long can we work on a single thing? We have almost exactly 2 months to work on this as of 4/6/2016

**Things that we have decided**

**Reminders**

For sharing images of code use:

<https://gyazo.com>

Teacher check-ins are at normal group meeting times: 11 am

There is a Gantter sheet in the programing planning file it hopefully will be updated as the development progresses.

The program we will use for graphics and animation is:

<https://processing.org/>

Examples of animation in processing

<https://processing.org/examples/sequential.html>

<https://processing.org/examples/animatedsprite.html>

Google doc file for ideas

<https://drive.google.com/folderview?id=0B23rRGTAXpbOUWNVZHZvaWl0U3c&usp=sharing>

Use Mercurial or the following google file to share files

<https://drive.google.com/folderview?id=0B23rRGTAXpbOV3JXZmlYdmtSWkk&usp=sharing>

When coding make sure to add simple comments explaining what that piece of code does, makes all the difference when sharing code with others.

**What we need to do right now**

* Build the basic function and word list, that being how the game will be actively reading the user key presses to compare them to what needs to be spelled, word list would need to have different levels of difficulty
* Learning the program processing ( <https://processing.org/> ) as it is what we will making graphics in ( as Mr.M said we should ). how will we integrate what we code to it, how to animate our characters.
* Perhaps learn some sort of digital audio workstation depending on if we want sound, for example MU.lab is a free one ( <http://www.mutools.com/mulab-downloads.html> ) I however have not used it.
* Create some storyboards for what the UI and main menu should look like, basic black and white nothing too detailed as they are just for finding out what we want.
* Plan for the future, what will we need to do later on in the development process? How can we streamline it for development?
* Download Mercurial ( <https://www.mercurial-scm.org/> ) to share files.

**What is done**

A google drive folder to share our files

<https://drive.google.com/folderview?id=0B23rRGTAXpbOV3JXZmlYdmtSWkk&usp=sharing>