

Monday February 22

Bahen center

-1 hour

: peter, will, laith, laura, kaeto

- discussed different directions for the the game
 - scrapped adventure game idea
 - scrapped hand drawn art-style idea
 - narrowed down target audience from grades 4-8 to a just grade 4, this was because the original target group was very wide. Grade 8's are very different from grade 4s

- introduced idea of questions the player could answer
 - > questions will be created on a part of the screen
 - > will populate the segment of the screen
 - > visual feedback for answered/unanswered questions
 - > put questions on a queue?

- player input from a textarea -> implemented like a shell
 - > could have python-esque error messages
 - > use listeners to get the input, and functions to match to set of current questions

- Discussed more complex game mechanics for future phases and iterations
 - > intervals between levels
 - > upgrades
 - > harder enemies etc.

- technologies and libraries to use
 - Swing libraries
 - JFrame
 - JText
 - JPanel