

Meeting Summary - Leftsilon Games (2024-12-03)

Summary:

The meeting focused on the development of the game 'Hyperjump'. - Discussions involved progress on programming, art, and concept design. - A vital task is to complete the game development document for tracking and learning about the project's entire scope. - The team also deliberated on planning strategies, studying competitors, and deciding whether to choose a 2D or 3D art style for the game.

Tasks:

Task: Continue game prototype development

Description: Vlad Durdeu is tasked to continue working on the game prototype, including adding cube-shaped enemies that shoot at the player, and fixing bugs related to player movement.

Assignee: Vlad Durdeu

Due Date: 2024-12-10T00:00:00Z

Task: Complete game development document

Description: Vlad Durdeu needs to finish the sections on competitors and time planning in the game development document. The Competitors section is currently in the research phase, and it's crucial to determine the game's position in the market.

Assignee: Vlad Durdeu

Due Date: 2024-12-10T00:00:00Z

Task: Fix player movement bug

Description: There is an existing bug with player movement that needs to be rectified. Vlad Durdeu has committed to resolving this bug promptly.

Assignee: Vlad Durdeu

Due Date: 2024-12-06T00:00:00Z

Task: Research competitors

Description: Efforts to research competitors should continue to determine the unique features of successful games in the top-down shooter category and to incorporate findings into the project planning.

Assignee: Vlad Durdeu

Due Date: 2024-12-10T00:00:00Z

Task: Decide on art style and purchase art packages

Description: Decide whether the art style will be 2D or 3D. There's a preference for 3D, and the task involves finding a suitable 3D sci-fi art package priced below 100 euros, then selecting the most suitable one from the options available.

Assignee: Vlad Durdeu

Due Date: 2024-12-24T00:00:00Z