Second Meeting questions.

State of project?

Decided to focus on the audio analysis over the game for the Feasibility demo.

So I looked into the vamp Plugin SDK (having Linker errors and im a little confused)

Had a quick look for open-source games (some exist but might be too bloated)

Feasibility Demo

* Required artifacts

Gantt – unsure how long it will take to do things

Risks

Research Q – “Will players find a game more engaging if they can choose their own music and have the game sync with the music?”

* Other Artifacts?
  + Which ones make sense?
    - Example code (I think so)
    - Annotated bibliography (maybe? Depends on whether I need the extra research)
    - Prototype design docs (this or game Design)
    - Game design (^^^^^^^^^^^^^^^^)
    - Game engine prototypes (probably not unless im making the game for feasibility)
    - Structure diagrams (maybe?)
    - Case study mats (??????????????????)
    - Survey design (I don’t think so, maybe too soon but if design is don’t this might be useful)
    - Any others?