I do not think that I said anything in the team discussion, but my group decided to go into developing a game. The game that we thought of would be able to be played in the browser using something like Flash, similar to other games on numerous websites. Next, we discussed how the game would look, what kind of gameplay the game would have, what genre is the game, the budget needed to run the game, and whether the game would include microtransactions.

We drew our inspirations from games like Among Us, Club Penguin, and shooter games. The title of the game we came up with was Mareeo Shooting with Them. This game is a 2D platform shooter game that is free to play. There is no need to purchase the game in order to play it, but if a player wanted to buy something in the game, it would be for cosmetic purposes. For example, in games like Call of Duty and Fortnite if you wanted to change your appearance or of your gun you would have to purchase a skin, which is basically a new outfit or color of the gun. There are two main options to play the game. One option is story mode. This is a single player mode where you go on an adventure. The other option is multiplayer where you play online with people you may or may not know. Multiplayer consists of two game modes: death match and capture the flag. Death match is a mode in which there are two teams trying to win by getting more points or kills than the other, but in this game there is a variation. The variation is that there is an imposter working for the other team. You have the option of shooting the imposter, resulting more points for you. The imposter’s goal is to slow the players of your team, by maybe slowing the movement your team. The second game mode is capture the flag. In this mode, there are bridges with different levels with the goal being to take the flag before the other team does. There is also an imposter and the imposter has to prevent the team from capturing the flag. Traps are located on the bridges, such as a cheese in a box. Traps are designed to slow your and the other team down. If you die, you come back (respawn) at the bottom of the bridge. For the budget, we thought that it would be great to emphasize on the graphics to attract people in playing the game and promoting the game through ads, such as YouTube ads.

Discussing the game in the group was better than I expected. We had people throwing in ideas about the game. At first, we were thinking of a battle royal game where the player would need to be the last one standing to win, but we scrapped this idea. I think that our exposure to games helped us come up with the game quickly. In game development, there are usually some people who work on different parts of the game. We thought the same and decided that some of us would focus on testing the game out, some would be developing the UI/UX, etc.