

## Weekly Meetings

- We decided we would hold weekly meetings on Discord every Thursday at 8pm. We will also hold informal meetings during the coding cafes where we can discuss what we have been working on and plan on future development.

## Ideas

- Flying Capybara
  - User names the capybara
  - Canonical name is TED
- 2D Graphics
  - Pixelated
- Unity Game Engine
- Different Levels
- Scrolling Shooter or Top-down Shooter
- Power-Ups
- Procedurally Generated
- The enemy can be ~~Canadian~~ unaligned geese
  - They have allied with mosquitoes (or they shoot mosquitoes at the player?)
  - As you progress the geese become more mechanized
- Achievements
- Unlockable cosmetics
  - Hats/wings/etc.

## Milestones

1. Github Organization and Repo created
2. Character Controller
3. Enemy Framework
4. Scene Loading
5. UI
6. Story
7. Level Design
8. Sprite Design
9. Sounds & Music
10. Testing
11. Deployment
  - Steam
  - Itch.io
  - Newgrounds
  - Amazon App Store
  - Microsoft Store
  - Epic Games
  - Delta Airlines
  - Buffalo Wild Wings

## **Big Picture**

- There is an invisible wall that dictates what games can or can't do, try to come up with ideas that land on the outside of that wall.

## **Resources**

- Learning Unity
  - [Official Unity Download Link](#) - From here you can download Unity for Windows and other versions
  - [Unity Learning Hub](#) - Lots of resources here to get you started with Unity as well as some advanced topics.
  - [Code Monkey Youtube Channel](#) - Lots of good tutorials on Unity, Game dev and general programming. Will also break down game dev news, especially when a popular engine gets updated.
  - [Brackeys Youtube Channel](#) - Very good Unity/C# tutorials, but some of the Unity stuff is outdated (especially input, Unity almost completely overhauled the way input works right after Brackeys stopped making videos).
- Free to use Game Assets (very good for prototyping games)
  - [Kenney](#) - Indie studio that has made lots of their quality assets available for download, from 2D sprites to 3D models and even UI and audio elements. Note that **Kenney assets can be used in commercial products without attribution**, but the people at Kenney are very cool so it's still nice to give them credit.
  - [Open Game Art Website](#) - Lots more game assets of varying quality. Note that **Open Game Art assets can be used in commercial products, but attribution rules will depend on the creator**. If you aren't sure how a creator wants to be credited, play it safe and take it out of the final game.
- 2D Art & Animation
  - [Piskel](#) - Free tool specifically made for making pixel art and animations. You can download it, but it should also run pretty well in your browser. This is the only tool I've personally used for making sprites, but will list some other options I found below.
  - [Pixie](#) - Seems very similar to Piskel. Might not be as good for creating sprite sheets.
  - [Pixelr](#) - Also seems similar to Piskel, but a bit more geared towards graphic design instead of pixel art. Might be a good tool to use if we decide to create promotional material, but presumably would not be as good as PhotoShop or Krita for that purpose, still kinda cool that it runs in the browser.
- Audio (I have exclusively used premade sounds and music in my games and am completely unfamiliar with any audio suites so these are just some tools that people online recommended)
  - [Wwise](#)
  - [FMOD](#)
  - [Fabric](#)

## Ideas

Flying Capybara  
(user names capybara)  
(canonical name is TEP)

2D → pixel

\* Unity  
Levels

Scrolling Shooter

Topdown Shooter

Power Ups

## Milestones

1. Github

2. Character Controller

3. Enemy Framework

4. Scene Loading

5. UI

? Level Design

8. SpriteWork

9. Sounds & Music

10. Testing

Story: G

nes

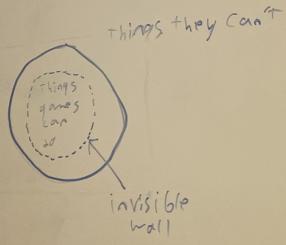
Controller  
Framework  
Loading

Design  
Work  
S8 Music  
19

11. Deployment → Steam
- Itch.io
  - Newgrounds
  - Amazon App Store
  - Microsoft Store
  - Epic Games
  - Delta Airlines
  - B-dubs

Discord  
Thursday 8:00 pm.

# Game By MAY



## Enemy

Canadian Geese

↳ mosquitoes

\* as you progress the geese become more mechanised

## Extra

- achievements

- wearable trophies (hats, wings, etc.)