**How I want my team:**

1.

I need 1 student in the team who I can work with in person everyday, like in the library.

That 1 student needs to be walking distance from campus so that I am able to work with him/her in his/her house if we need to.

OR

That 1 student needs to make time to continue the work with me in my dorm room

\*\*Basically an opportunity where I can work closely with someone like the way I could with Shaobo.

1 alt) 🡨--I don’t know if the above is a good idea, because it won’t necessarily work if I try this approach with another student. But it is a definite that I still need just 1 person who is staying updated with me and working on one part of the game with me together.

Hmm….

1.

I need 1 person who is free in his/her schedule so that I can work with that 1 person 1-on-1 each day to get part of the game done. Meeting in person is NOT the priority, but at least deep interaction between me and that other person is done and easily accessible through skype. ……….

🡨--Is there another way I can reword this in a way that it doesn’t sound like I make Frost think that I ‘am not considering other’s schedules’?

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Well, based on my schedule, I can do and finish my Japanese, linguistics, and my Inf 115 during the 11 to 1 period 🡨--BTW this is just what I want to PERSONALLY DO.

AND THEN I work on the senior design project at 5 with one person

🡨--Or it is the other way around.

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2.

I need 1 other student to manage the project deadlines, keep track of everybody’s schedule, watch over the team’s progress, and organize submission and presentations for the team

3.

I need 1 other programmer who I can ask questions for help, since I will be overlooking the what goes on in the programming and the implementation of the overall game.

4. Everyone in my group will use github for storing the game itself, whereas I will have a shared google drive which the schedule is written there. Skype will also be heavily used while we do our work.

\*\*Basically, I was hoping that the way the team I am in is set up the exact same way as the team I was in for CS 113.

**My game:**

The Ninja (Fatal Frame Control Style) Game.

The alternative is that if the game was 3D, the camera shouldn't follow the player constantly. So maybe, instead of a single camera following the player, each corner, corridor, hallway, etc of the house/level that the ninja is sneaking through, will have a camera of its own.