**First-Year Capstone Project**

Texas A&M University-Corpus Christi

**MEMORANDUM**

|  |  |
| --- | --- |
| **Date:** | February 17, 2021 |
| **From:** | Tech Break |
| **To:** | Rita A. Sperry, PhD |
| **Subject:** | Team Meeting Memo |

**Meeting Overview**

In a sentence or two, tell me how/when you met, how long you met (approximately), and who was in attendance.

We met over discord ay 6:00pm on the 17th Emily, Amado, Kevin

We met for a little over an hour.

**Project Requirements**

In this section, briefly describe each of the four major requirements outlined by your client in class on Wednesday, February 10. You can put these in bullet form if desired.

* Discreet Mathematics:
  + Use a 1 or 2d array to display attacks and cooldowns
  + 2d array as a map with 0’s and 1’s
* Animation
  + Movement and attack when during a fight
* Algorithmic Gameplay:
  + Level Increasing with player algorithmically
* Multiplayer
  + Player Vs Player fighting
  + Group Vs System Fighting
* Good Things About
  + Levels
  + Balancing Feedback Loop
  + Resources
  + Visuals

**Preliminary Project Ideas**

What are your initial ideas for your project? This can be VERY general, to give us an idea of where your heads are at with this project. How do you plan on ensuring that you meet all of the four major requirements?

If you need multiple paragraphs, please skip a line between paragraphs!

A level-by-level dungeon game where every level is a new turn-based battle where you try and attack and beat your fo’s or another player. You must manage your mania and your stamina along with your health. Both “classes” Give you different advantages.

The game will go on forever and will only end when you quit or die. During single player mode. During multiplayer mode you both put points in classes things and try to fight each other. And that will be your set resources for the game.

**Team Expectations**

How will your team communicate and collaborate on the project? What roles will you each have as a member of the team?

(Also, who is responsible for turning in this memo?)

GitHub and Discord, we will be using to collaborate and work together on this project.

We are all going to program.

No consists yet (We would like to talk about graphics and how big the game is going to be and how many of the Cool things about video games we need)

**Questions**

Come up with a list of at least three questions you have for your client and/or Dr. Rita about the project.

-How do you want us to implement graphics a program? A C++ library?

-A focus on story or gameplay?

-Does The Game Need Replay value?