Game Demo to Peter

* Went well, all aims achieved and so retrospective score should be high
* 10, this week every one has achieved their goals and the demo was very successful, our progress has been reflected on both trello and git
* Could we have achieved more or is this the right amount?
* Work load is about right given that we all have other mixed modules work loads
* We are happy that we have achieved enough in a week and work load is about right,
* We have a base game that can easily be built upon.

Chat about progress

* Wyan- need to discuss exact thing we are trying to create.
* Need to finalise the features of the game specifically for documentation.
* Character- slinky dog is an interesting idea but more complex to implement, could be out usp given that our platform itself could be a bit generic, having 2 controllers is also very different.
* Game encourages team work which is a big push for out USP
* Game will be like a quest where one person has the leg and one person has the front, but the game itself and the actual attachment could be difficult, but if it is to difficult it could be dropped back to one player with a longer body
* Magic boots implemented where is can jump higher.
* Idea of having negative power ups, like changing the controls or running back ward
* Obstacles
* Story line = dog has been turned into a toy for his pet dragon, and you have to find the spell and you need to find the different items of the potion.
* Start with one level and build
* Want to get program working and them work on the detailing.
* Background picture needed and coloured platforms, fire features need to be done as well as other features.
* Fire can rise or fall, wooden logs or something to slide done – Shalini has slide sounds
* Flying monkeys?
* Possibly have the back-ground move? Scrolling back ground?
* Have the dragon looking for his toy
* Name of the game: something to think about for next week?
* - the floor is lava so we have multiple platforms
* How big should the screen be? Should we be able to see the whole level at once? or will that take away suspense
* Could we have sound effect that tell him he’s getting closer
* Could the bones that he collects be time? Or could they be energy that he keeps collecting and then when he is low on energy the dragon is more likely to catch up with him as he’s tired.
* Could we work it out that when hes looking for his potions he has to collect x y and z, so when hes collected x, y appears and so on.
* Who ever is furthest to the right they are the most dominant?
* What sort of instructions page should we have?
* Will the restrictions be time focused
* Need to learn how to merge now using github
* Try to find something that integrates git into unity, use c sharp instead of use unity
* Potentially use a visual studio extension to connect to git

Goals for next week.

* Everyone: Think of the game name, come up with power
* Lydia: construct a cognitive walkthrough (with Andres on Tuesday) on current game prototype, back ground and paper prototypes
* Dave: Get all the images for character movement- sprite designs and individual movement
* Max + Andres- find a tool that merges git to unity
* Shalini- working on home screen.
* Andres – work on moving 2 characters
* Max – tools and platforms
* Wyan - Making functional and non-functional requirements