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| Week 2 | 21/02/2019 | Notes |
| What was achieved this week. | 1. README basics have been completed 2. All members of the group are familiar with unity 3. Game ideas have been researched and the overall game idea has been decided on 4. Group name: Maroon 6 | 1)Brief outline of members roles have been decided and README description can now be built on.  2) All group members have become familiar with Unity be it using the lab 1 demonstration or on their own. Andres brought a rough demo to todays meeting that the group can now build on.  3) The group has decided to focus on a platform game where the player can move about on the screen jumping from platform to platform, collecting object that either gives the lives or special powers, as well as move against enemies. |
| What we want to achieve next week. | 1. Clear Idea of the game and its features 2. Come up with theme ideas for the platform game. 3. Have a basic platform to demo – have a character that runs around the and jumps and moves about multiple platforms, potentially have music implemented, maybe implement enemy. | 1. Whilst a clear idea of the game has been decided on, the features of the game are not yet certain. For this reason, a trello card has been setup up to be used as a comment bank for feature ideas of the game and will then be referenced to later when the mechanics of the game have been Implemented. 2. The base idea of the game has been formed however the actual theme of the game has not been decided on. As seen in meeting minutes, multiple ideas where discussed as well as potentially have multiple characters to select from. But an over all theme should be decided on so design ideas can be implemented as soon as mechanics are working. 3. Point three builds on the all ready implemented code written by Andres in the last week, to this we aim to add platforms, enemies and music. |
| Tasks for each individual. | * Wyan – Make a start on document specification * Max- work on platforms * Shalini – Music implementation * Andres – Experiment with current prototype * Lydia – Prototype of cognitive walk through for Black box testing & progress report for this week. * Dave – Ideas and themes, sprites, designs and paper prototypes |  |
| Self-Grading After this week. |  |  |