Peter Conversation

* White box = understand the who system
* Black box = no idea what’s going on as you are not a developer
* Platform based game
* Feedback is important, you have to know when you have failed or what’s gone wrong
* Conduct a retrospect.

End of conversation with Peter

* Unity update taking place, potentially not compatible
* Andes Prototype conducted (information from YouTube tutorials)
* Platformer games has a lot of online help and tutorials so would be easier to adapt that fall objects game.
* Can have one screen that has a moving camera
* Can potentially have multiple levels
* Black box testing- be good to do and create cognitive walk throughs

From Planning Poker:

* Search for sprits (1/2 – 1 day)
* Make player move (1/2 – 1 day)
* Sound effects (1/2 or 1)
* Implement sounds (1 or 2)
* Spawn coins randomly (2-3-5 days)
* Side- scrolling (2)
* Scoring system (1-2-3)
* Menu (2-5-8)
* High score (3)

Game conversation

* Wyan – time constraints would be quite simple
* Wyan – hit a hazard it reduces the time
* Obstacles that can reduce lives
* Theme? – goal for next week
* Multiple levels mean you can have more than one theme
* Get an idea about mechanics without worrying about the design too much. Theme features around something later?
* Risk or reward aspects?
* Could you be able to pick you character? Can they have different strength or weaknesses?
* It main menu – we need “Play”, “Instructions”, “High scores”

Retrospect

* Not using trello and Github enough
* 9 = not great at using documentation but most of goals from last week have been achieved
* Platform game idea is fixed
* Team Name: Maroon 6

Goals

* Clear Idea of the game and its features
* Capture when testing is being done
* Come up with theme ideas for the platform game
* Risks and rewards – what’s a score or a power up, what gives us more scores or more lives? Who would we die or what negative effects can the game have?
* 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.
* Wyan – Make a start on document specification
* Max- work on platforms
* Shalini – Music
* 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

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