Mission Statement

* To create and market a shippable game by the end of the school year (April 2017 ship date)

Commitment

* 10 hrs/wk - keep track
* High priority - second to only schoolwork/career
* Weekly meetings

Profit?

* If there is any revenue (do not expect any) then we will split it evenly (contract to follow)

Marketing

* Twitter and facebook pages
* Gif creation
* Reddit promotion - r/gamedev, r/unity, r/gamedesign, r/gaming

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First step - Brainstorming/Iteration

First we’ll brainstorm ideas and iterate ones we like. After we have several iterated and fleshed out ideas, we’ll prototype them. There will be more than one prototype. After that we’ll select from the prototypes which game to develop.

Things to consider while brainstorming

* Platform - PC+
* Engine
* 2D/3D
* Number of players
* Genre
* Art style
* Online/Offline
* Audience
* Mechanics

Overcooked

Ninja block jumping game

-Advance wars in space

Line race with buggies and guns

+Co-op superhero 2D beat-em-up

-feasability

+Rouge-like competitive hungergames

Open-world mafia simulator (mechanic)

Hacker RTS

3D platform battle royale

+Multiplayer warioware?

-feasability

Element bending

-Uncovering childhood trauma

+3D zero-g rocketleague with bats

+Side scrolling Indiania Jones RPG with Aliens

-Lots of Art

Kirby 64 minigame clone

Drug Simulator

Mayan RPG