**God Game Pro’s and Con’s**

Unity:-

* High learning curve.
* Very professional tool, with a very broad range of scripting available. Simplified model import procedure than in UDK.
* Quality physics and collision detection provided through PysX system to provide extreme realism.

Game:-

* Side scrolling games are an easy system to implement.
* Limits on sidescrolling X and Y axis. Posistion availability of stuff location
* Possibly too simple. 2D and side-scroller, mechanics
* Only basic controls are needed (WASD and space, or Arrows and enter) making the control system efficient and easy to program.
* As well as looking good and distinctive, the game needs to be fun to play. With a clear goal and be easy to get to grips with while still being challenging.
* Moral choice game, allows users to either use the powers for good or evil, allowing replay ability. The use of the power whichever way it is used has consequences, which are non-trivial.

Art Style:-

* Distinctive and interesting. Using a stylised black and white colour scheme, with colour being used for key parts of the game.
* 2D rather than 3D, which could be argued is not typical industry standard.

Overall Goal:-

* Needs to be clarified
* Be non-trivial and interesting so as to sustain the interest of the player.
* Working title/Actual title needs to be decided upon.

Tasks for this week:-

* Goal to be decided upon