# Group Report 1

This week was the first week our group was together. We had previously designed a game together in the previous semester, so we decided to go with that idea. We already had a game design document ready for it so we used that as a firm starting point and discussed how and what we would exactly make and what changes we would make to the original idea. Once we went over a plan for the game to start with, we then talked about what we would like to accomplish for sprint 1.

For sprint 1 we agreed a good goal for the end of it would be to have a test room made with the basic player movement and camera controls and angle. We'd also have some basic player models made as well as some concept art ready for the presentation // for reference when we created other models in a later sprint. We also want to have the story of the game fully written out beginning to end so we can reference it when needed. Finally, we also decided we'd get some basic demos for music and sounds that could be used in the game. This way all members could work on different aspects of the game during the sprint.

Additionally we talked about the starting room and how it would ease the player into the game and act as a form of tutorial to teach the player the basic mechanics.

In the group we decided we'd have very frequent meetings to keep up to date with progress and help each other out on ideas and sections, keeping inspiration from all members in every part of the game. (Whilst writing this we've already had multiple meetings and shared many ideas for each bit which has really helped creativity and progression of the game)

I (James) will focus on the test room for the game. Dylan will focus on character models. Sam will focus on the story and concept art and Max will work with the sound and music demos.