Report for Week #1

Echoes of Time (working title)
Group: 4
Date: January 24 2025
Location: Discord Call (earlier meeting in Engineering building)
Present participants: Tyler Bryant (Presenter), Wil Johnson (Manager), Skyler Guard (Reporter), Yahir Espinoza (Quality Assurance)
Missing participants: None
Project repo: https://github.com/NoomMiner/Echoes-of-Time

1. Talent Inventory

Wil: Experience using C, Python, Twine and Renpy

Yahir: Experience using C, Python, bit of Java, html/css

Skyler: C, Python, Java, some html/javascript/css, a little digital/pixel art

Tyler: Using Unity, C, C#, Python, some pixel art experience

2. Roles

Manager: Wil

Quality Assurance: Yahir

Reporter: Skyler

Presenter: Tyler

Each week, people will rotate roles in the order of
Manager→QA→Reporter→Presenter→Manager.
After everyone has experienced each role, we will determine long-term roles.

3. Meeting Time: 1:00 PM Mondays

Additional in-person meetings will be arranged as needed on 1:00 PM on Wednesdays, or in a Discord call.

4. Communication Plan:

We will be communicating over Discord on a server with specialized text channels for different topics as well as a voice channel for online meetings. We can also use Discord for keeping track of roles and ideas.

The team also has each other's emails and phone numbers as back-up/follow-up if Discord is having issues or someone isn't responding promptly to discord messages.

The team also set up Trello, an activity management system that will allow us to manage our progress and activities for the project.

5. Project Idea

General project is a 2D puzzle-based game with the theme of time. Working concept is that there are multiple 'rooms', each of which is the same place at different times. Overarching goal involves navigating around a dragon antagonist by navigating between the rooms (times), but the story will continue to be fleshed out. A highscore database website will keep track of different user's scores based on time or playthrough completion.
GoDot will be a primary technology to develop the game.

6. Next steps

Wil

- Start working on story concepts and puzzle map .
- Start working on Deliverable 1 and Report 2 during Monday Meeting.

Yahir

- Get familiar with godot.

Skyler

- Get familiar with godot working on making a 2d grid that a player dot can move on.

Tyler

- Set up server/database likely node.js.