Team Number Party Cross

Dan Fox 20095563

Connor Bear 13833266

Charlie Renton-Deans 20119382

Shawn Hiew 20110958

Ideas so far

Party Cross – Dissention - Pact Pack – Selfish Clique Collection – Parting Posse –

Dating App

Walkie-Talkie social media app – end to end encryption

Ticket Resell App – Anti scammer – Look at G2A

Queue Bunny/Sales

Throwaway Idea

Find Feet – search social media for feet

Alzheimer’s Prank

Meeting 2: 28/07/2022 @ 2:15pm

Discussed basic game design, goals for the coming week, resources and requirements for the project, and the division of workload and learning goals.

Resources and Requirements for the Project

Client Side:Web server

Search Engine + Controller UI + Room Codes

Server Side: Unity with C++

2.5D Game, locked camera that follows the character

2D Maze Game

Libraries are available to use for interfacing between web and Unity. Charlie mentioned how vital it is that we use existing libraries in order to save time and not re-invent the wheel. Dan reminded the team to reference any outside code used in bracket referencing above and below the adopted code with a link to the code.

Division of Learning Goals:

Connor: JavaScript and HTML

Shawn: Game development

Dan: HTML/Unity Interface (C++)

Charlie: Game development and project support

Division of Workload  
Dan and Connor HTML Client side to start. Let’s get a UI up and running this week.

Charlie work on Game Design and documentation/mechanics.

Shawn work on Game Design and coding.

Basic Game Design

* Individual game mode to focus on Zebra Crossing for this week
* Potential additions down the road
  + Invulnerability
  + Points
  + Timer
  + Power-ups
  + The moment one player votes, other players have a few seconds to vote, then votes are processed and executed. If a player fails to vote then they don’t receive points from that movement.
  + Potential to reduce time to vote while the intensity of the game increases.
  + Each game on the round on the device there will be a challenge for them to do. All challenges are selfish in nature, they will gain bonus points, (Perhaps taken from the team score) not the team score. It crosses the team, and benefits the team.

1 Hour of Team contract building

45 minutes of Planning Poker

Poker-Jokers:

* Each player has the relative controls on their device
* Everyone shares one card hand (consists of two cards) in a game of Texas Hold’em
* Every time it is the “player’s” turn users must spam the options they want on their screen and the option with the most selections is chosen
* If users chose to raise the amount to raise is chosen by another round of spamming either a value up or down button and this decides the final amount to raise
* Other options are call, fold, check