Notes for Meeting on September 9th, 2018

Goal of startup is to improve gameplay of first person shooters on mobile.
Fingers cover up screen, lots of complaints.

Ultimate :
Improve gameplay, we as a team should :

Current goal : setup game environment, have code, make sure it can run on our machines.

Realistic:

        Unity first person shooter example code. Build from that a simple shooter game.
Integrate digibit technology with shooter game, focus on shooting mechanics. Integrate
hardware controls with mobile game.
        Key : integrate controller with game.
        Non VR Game

Stretch :
        Multiplayer on network. Wifi on phone.
        Phone has wifi connection.
        VR

Basic ideas :
        Skeet shooting or target practice.

Exec Summary (Idea and business model hypothesis) written by arcade.

        Focus on smartphone market.
        Targeted at high-end gamer. Competitive.

        Focus mostly software exercise.

Arcade Gun does have number of buttons.
PUBG support android
Fornite BETA for android

Looking at
https://assetstore.unity.com/packages/templates/systems/ufps-ultimate-fps-2943

https://assetstore.unity.com/packages/templates/systems/fpsme-114434
https://assetstore.unity.com/packages/templates/systems/unreal-fps-81972

https://assetstore.unity.com/packages/templates/systems/unreal-fps-81972

https://www.youtube.com/watch?v=Z5NRXujnyD0

Deciding between
Manoeuvre FPS, and Unreal FPS.
Mobile Support is a must.

Multiplayer FPS + API mobile support. (User reviews disagree)

Manouvre FPS seems like best option

Goal for Tuesday : have Manouvre FPS setup on machine with code.
Try with free version first.

Final Decision (Sept 11) : Use ArenaFPS as base system.