Start of Meeting: 7h30

* Pinball / Racing game
* Vehicles would be pin balls, designs similar to car designs, like flames, lightning bolts, smoke, stripes
* Score based, time based
* Scoring would be based off of pinball, having obstacles or walls that players could hit to gather points.
* AI will be other competing, racing balls
* Define a clear scoring mechanisms
  + Solutions:
    - When someone finishes the course, the other players’ score starts being reduced to prevent abuse on finishing their lap (to prevent infinite scoring).
    - When someone finishes the course, the course starts becoming disabled, removing the incentive for other players to try and score more points by staying behind in the course.
* Extra
  + Multiplayer (maybe at most 2 player split screen).
  + Pinball Mode (race doesn’t matter)
  + Different pinball courses

Team Names:

* Super Mega Hyper Thunder Cats
* Pinball Enthusiasts
* Pinball Wizards
* **Balls of Steel**
* Pinball Racers

Technology

* Github

Tagline:

* Score points with your balls
* It’s a real ball buster

Story Line

Proposal Due February 19th

Next Meeting discuss tagline, story line,

End of Meeting: 8:52

Pat’s notes

**Pinball Racer**

*Mechanics*

-Rolling

-Collision with varrying elasticity

-Multiple simultaneous collision

*Game Modes*

Race

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Race to be 1st place, avoid all obstacles

Score

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Race while trying to accumulate as many pinball points as possible

When someone crosses line first, points start getting disabled and players who

have not crossed start loosing points at a constant rate.

*NPC*

1-Racing to the finish avoiding collisions (Path Finding)

2-Strategy comes into play for the point system (Hoarder vs Racer)

3-Decision Making (Make a move, try to pass the player)

4-Movement patterns

*Nice to have*

-Multiple courses

-Multiplayer