Meeting # 1

Rules of Idea Generation:

* Casual game
* 1 player game
* Can be left at any point, played to waste time (esp. waiting)
* Balance between challenging, fun, and a little frustrating
* Medio original
* Possibly Pressure (needs immediate response i.e. flappy birds), or Non-Pressure (you have time to think i.e. angry birds)
* Platform: Mobile, so probably 2D

Discussion

* Will probably use “Processing” since it has Android and Java <3 <3
* We can make Aemiel-Haron P6 project 1-Player Android version (see video <https://www.youtube.com/watch?v=hO3RkUFnq6Q> )
* Graphics: Aemielvin, Chi
* Music: Andre, Rico
* Game Logic: Rico, Ivan, Nina, Jino, EJ, Dan
* GUI: EJ, Aemiel, Chi, Ivan, Nina, Andre
* Paper Works: EJ, Rico, Aemiel, Jino
* Game Design: LAHAT