Project 1 Meeting# 3

April 6, 2015

AGENDA:

1. Present Game Ideas
2. Establish a Final Game Concept
3. Generate Ideas on How to Implement the Game
4. Elect "Team Heads" for this Project
5. \*BONUS\* Set a deadline when we will release the game!!!

**Presentation of Game Idea**

* Modified snake – EJ
  + Rotating pointers
  + Continuous gameplay
  + Expanding screen
  + Tap-controlled
* Platform-Runner-Type Game - Ivan
  + Nuns with Guns – inspired, but with SWORD
  + So jumps, attacks
  + Sets of kills before getting to the boss, only gets stronger
  + With power-ups
  + Bounce using attacks
  + Complex considering it is mobile app
* Platform-Shooter - Jino
  + Most of the time, also a runner like Nuns with Guns
  + Sometimes you get locked at a situation “BONUS” e.g. kill as many as you can
* Tree-Hopping Thang – Nina
  + Projectile motion jumps
  + You walk on a tree tops
  + Jump on the platforms by estimating the angle and force of jump in a angry-bird manner
  + Randomly-generated platforms
* Techno Centipede Chase
  + Three column runner
  + A centipede runs on each column
  + Go to the column to “autoshoot the centipedes” to push them back
  + End games when centipede touches character
  + Occasional obstacles on the way that also pushes the centipedes back
  + As time goes, centipedes run faster!

**Establishing Final Game**

* Treehopping Game with Angry-Bird like manner jumping |||
* Modified Snake
* Nuns with Guns with SWORDS and Bounce attacks |
* Nuns with Guns with BONUS kill as much as you can parts ||||
* Chase with Techno-Centipede ||||

CLINCHER POLL

* NUNS with GUNS with BONUS kill as much as you can |||
* Techno-Centipede Tunnel Chase |

WINNER: JINO-SAN

* Jino agreed to be the director of this game (Project Head)
  + Will upload a powerpoint proposal of the game before Friday, April 10, 2015
  + Will assign team heads
  + Will be able call meetings when needed
  + Siya bahala, siya may kasalanan

**Team Heads Assignment**

* Game Design: Jino
* Music: Andre
* Game Logic: Nina & Aemiel
* GUI: Ivan
* Paper Works: EJ
* Graphics: Aemiel

**Deadline for Beta-Testing**: June 6, 2015