Idea generation

Before we started thinking about our projects ideas, a few agreements were made. We wanted this project to be challenging for us and we wanted everyone to enjoy working on it.

To start our brainstorming session, we had everyone come up with ideas separately. After each member had at least three thoughts written down, we discussed each and every idea together. The result of this session was a local trading application.

As soon as we started working on that, we started feeling like it was too similar to our previous projects so it would not be as big of a challenge and enjoyment as we wanted it to be. Here came another brainstorming session.

In this session we took a different approach. Instead of focusing on our requirements, we focused on the agreements we made before. We came up with the idea of making a game. Here came another problem, we did not know what kind of a game to do.

We had two different thoughts, a quiz game and a two-dimensional survival game. The group felt like one was too simple and the other one was too difficult in consideration of the time we had available. We tried making the survival game simpler, but not long after that, we realised that making the quiz game more complicated was the way to go.