**Meeting #1 (10/2/16)**

-We met in room B112 in the honors residence hall at 1:00

-The first main thing we did was we finalized a lot of the major components of the game document. I have attached the finalized copy at the bottom of this word document (so if you’re looking for it scroll down some)

-We then discussed GitHub a little bit. I said that I will be using ‘github desktop’ by downloading this, you get the command line for github (called git shell) and the gui for github. It’s basically github just more user friendly/you don’t have to memorize all of the command line commands. So yeah download that if you haven’t and we’ll grow accustom to using it as we start working on things. So if you’re lost on github right now don’t worry, as we use it you’ll pick it up fairly easily I think.

-We then discussed who would be doing what. By that I mean who will focus on programming/art/music or a mixture of the three.

-Lastly, I talked about how we all need to work in our own scenes within unity to prevent conflicts when we’re combining our work. I set up an example within our unity project and showed everyone how I committed that to the main branch of our repository.

Game Document

-main character:

-who, what, where, when, why

(magic wizard person)

(zelda like setting)

-big mechanics

-who are the enemies

(themed wizards/elemental monsters – get elemental abilities as you beat things/bosses. These gained abilities can possibly be combined later on)

-how do we move

(side scrolling)

-how do the enemies move (attack patterns)

(these will be specific to the enemies and will be determined as we make enemies)

-how do we score (if we have a score at all)

(points and moneys)

(there’s a running score through the game/level but at the same time you can earn money to buy upgrades)

-do we have boss fights, how are bosses different, does beating bosses give some type of advantage later

(yes)

-What art style are we going to use?

(64 bit graphics)

-Why type of music/sounds are we going to implement

(this will kinda just be something done at the end. Until the game is made, it’s hard to add too much sound effects)

-are we going to have Easter eggs?

(tba)

-Level design is a big deal

(4 levels based on individual elements, 3 sections each, 3rd section ends in boss fight)

-will our movement change or become advance throughout the game?

(linear, need to beat level x to gain abilities to beat level x+1)

-double jumps?

-grappling

-jet pack

-etc.