- **BRAINSTORMING IDEAS**
  - Skills (maybe always available)
    - Aim
    - Move direction
    - Turn to shoot(?)
  - Traps
  - Roles (3 troops each)
    - Cloaker
    - Sniper (reveals a position)
    - SNP
    - Trapper
  - Different maps / a very interesting map (medium/big)
  - Different rank depending on characters
  - Objective
    - Kill all other troops
    - Objectives on the map
- **GOAL DIVISION**
  - Comprehensiveness and Quality Assurance: Sergio
  - Inclusiveness and Comfortableness: Javier
  - Time Tracking and Rule Enforcement: Lyss

- **ALLOCATED TIME FOR EACH SECTION**
  - Setting up the brainstorming          15min
  - Brainstorming project ideas           30min
  - Setting up the agile inception        5min
  - Agile Inception                       30min
    - + personal strengths and areas of growth as well as interesting facts about ourselves, including the github user          1h

- **PROJECT NAME (provisional)**
  - P.Tactics
- **LOGO**
  - *Placeholder Logo*          
- **SLOGAN**

  - The turn based tactical shooter that will show what the best strategy is.

- **MEMBERS LIST**
  - Name + last name
    - Alyssa Chioldin
    - Sergio Macías
    - Javier Delgado
    - Tim Matveev

- - ■ Arturo Hernández

- ○ Name they like to be called
  - ■ Alyssa Chioldin:   Lyss
  - ■ Sergio Macías:    Sergio
  - ■ Javier Delgado:   Javier
  - ■ Tim Matveev:     Tim
  - ■ Arturo Hernández: Arturo
- ○ Role NSWE
  - ■ Alyssa Chioldin:   SE
  - ■ Sergio Macías:    NE
  - ■ Javier Delgado:   SW
  - ■ Tim Matveev:     NS
  - ■ Arturo Hernández: NW
- ○ Role MBTI (16personalities test)
  - ■ Alyssa Chioldin:   Protagonist (ENFJ-T)
  - ■ Sergio Macías:    Commander (ENTJ-T)
  - ■ Javier Delgado:   Logician(INTP-T)
  - ■ Tim Matveev:     Logician(INTP-T)
  - ■ Arturo Hernández:

- ○ Personal strengths + personal areas of growth
  - ■ Alyssa Chioldin:
    - ● <u>Personal strengths:</u> Organized, ambitious, energetic, frank, hard-working and productive.
    - ● <u>Personal areas of growth:</u> Management of stress and transform it into more manageable and positive feelings, as it sometimes can be overwhelming.
  - ■ Sergio Macías
    - ● <u>Personal strengths:</u> Consistency and dedication to the objectives I am assigned.
    - ● <u>Personal areas of growth:</u> Extreme perfectionist and overly pessimistic.
  - ■ Javier Delgado
    - ● <u>Personal strengths:</u> Concentration and persistence once working, specially when programming
    - ● <u>Personal areas of growth:</u> disorganization and laziness are my biggest weaknesses
  - ■ Tim Matveev
    - ● <u>Personal strengths:</u> Creative, logical and I find it easy to come up with ideas and fledge them out.

I have played , analyzed and created games so I more or less understand how to make a game interesting/compelling/ balanced.

- **Personal areas of growth:**
  Find it hard to stay motivated over a long period of time. Find it hard to stay organized consistently.
    - Arturo Hernández
        - **Personal strengths:** Good at brainstorming and passionate about projects I like. I very much enjoy coding when concentrated and have good  problem solving skills.
        - **Personal areas of growth:** A little inconsistent, bad at organising my schedule, easily distracted and chronically sleep deprived.

- Interesting fact or identifying  sentence
    - Alyssa Chioldin: "you owe me a bizum"
      I am good at hip-hop dancing and can speak 3 languages
    - Sergio Macías: "bin chilling"
    - Javier Delgado: "Chos, muchacho"
    - Tim Matveev: "I am distantely related to Yemelian Pugachev ([https://en.wikipedia.org/wiki/Yemelyan_Pugachev](https://en.wikipedia.org/wiki/Yemelyan_Pugachev) ) "
    - Arturo Hernández: "wenamechainasama"
- Github user
    - Alyssa Chioldin:       anysaaTheBest
    - Sergio Macías:       TheSermac
    - Javier Delgado:       PollitoFrito7
    - Tim Matveev:       TimotyEnder
    - Arturo Hernández:  r2rito-25

- **PROJECT DEFINITION**
    - A zero-sum tactical, compact experience (yet)
    - Appeals
        - The objective of the project is to bring a new, short and fresh experience to turn-based games, which are usually really packed and complex
        - Our proposal provides an easy to get hard to master alternative where quick showdowns with depth are the focus.
    - Target Audience
        - ?¿

- **ORGANIZATION**
  - Discord group
  - Meetings:    Fridays at last period
  - Overcoming the group weaknesses / biases
    - Encouraging open communication
    - Creation of a supportive environment
    - Brainstorming sessions to ensure all voices are heard
    - Ongoing reflection (evaluation of actions, decisions,...) and feedback
  - Team Building Activity
    - Playing card games (durak or lair) at the cafeteria
- ROLES
  - Product owner:
  - Scrum master:      Sergio
  - Git expert:            Tim(?)