

- **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: Logician(INTP-T)
- Personal strengths + personal areas of growth
  - Alyssa Chioldin:
    - Personal strengths: Organized, ambitious, energetic, frank, hard-working and productive.
    - Personal areas of growth: Management of stress and transform it into more manageable and positive feelings, as it sometimes can be overwhelming.
  - Sergio Macías
    - Personal strengths: Consistency and dedication to the objectives I am assigned.
    - Personal areas of growth: Extreme perfectionist and overly pessimistic.
  - Javier Delgado
    - Personal strengths: Concentration and persistence once working, specially when programming
    - Personal areas of growth: disorganization and laziness are my biggest weaknesses
  - Tim Matveev
    - Personal strengths: 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 distantly 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

- Competitive strategy players (XCOM, DoorKickers, Worms(?), Fire Emblem, Astral Throne, Into the Breach)

- **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: Arturo
- Scrum master: Sergio
- Git expert: Tim