Mintues

Attendees: Heidi, George

Absent: Macaulay

* Discussed Platform to have the game on
* Unsure about barrier in the level, can pass through it
  + Certain sizes
  + Slows movement
* Black line is for visual
* Mechanics
  + Speed of bubble is too slow
  + Always appear small (collectible)
  + Joystick control movement
  + Boost to powerup
    - As you eat
* Art
  + Design of backgrounds
  + Design of bubbles
  + Design of items
    - Design different obstacles that the player can collide with
    - Design the bubble and collectible
    - Colours
* Balance – Length of the gameplay
  + Symettry
  + Fairness
  + Chance? Difficulty
* Emotion
  + Screw each other over
    - Tension
    - Rapid movement
    - Limited time
    - Barrage of obstacles
* Bubbles floating away, out of the screen
* Timer
* Deflate over time

**Agenda**

* **Design**
  + Design Bubble and powerups - George 2 hours
    - Considering that they should be different sizes, and recognisable from one another
  + Design background - George 2 Hours
    - Underwater. Could include gradient colour to sepearate solid Item colours
  + Design Hazards - George 2 Hours
    - Design 5 hazards that damage the player
      * Shopping Cart
      * Spikes?
      * Fish
  + Design Obstacles – Macauley - 3 hours
    - Design 5 Different obstacles that the player has to avoid, but does not damage
  + Research Balancing the game – Macauley - 3 hours
    - Consider symmetrical play
    - Consider fairness and elements of chance that can add to the difficulty and unpredictability of the game.
  + Create the Joystick Controller - Heidi – 2 hours
    - Program the game to takle input from a controller
  + Polish the movement of the player – Heidi – 2 hours
    - Movement is slow, so could be sped up, or changed to be more responsive to player input
  + Finalise the mechanics of eating
    - The player’s ability to eat bubbles and increase in size, giving the illusion of buoyancy.