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| Weekly Manager: | Connor Wilby |
| Date: | 25/01/2017 |
| Attendees: | Heather Bishop, Henry Smith, Connor Wilby. Sam Clack absent. |

Sam was added to our group halfway through our group meeting and as such was not able to attend.

The group discussed the games we had investigated as research, both the ones suggestead and a few additional games that we felt would fit the brief well such as Novice Knights (a game created by a former student) and another called Steamworld Heist, which is a turn based squad management game which had some interesting shooting mechanics with ricochets around the inside of a spaceship.

From these we determined that the best way to create a competitive atmosphere was to use a realtime game in order to create a more hectic and fiero inducing game. However, as with Novice Knights, we wanted to make a game where it was fun because it was possible to make hilarious mistakes (Novice knights only method of attack is to throw a sword, occasionally accidentally killing yourself as you throw it and run into it, or throw it and have it rebound back at you). As such, we knew we wanted a game where the players can interact with variables that affected both players.

We then looked at what physics were available to us, not only the obvious game physics (gravity, time etc) but actual physics, such as fluid dynamics, light, electricity and distortion. Heather was our expert in this as she had done impressive research about it, and through our group discussion we came up with a number of interesting concepts:

* Two tanks filled with hot and cold water, with each players objective to obtain power-ups to heat and cool the other players water
* A light/shadow game where each player is a shadow or light and attempts to beat the other player with their element.
* A turn based strategy game (was dismissed because we thought that it would be better to have the players playing simultaneously and enjoying the game together rather than have one player bored as their opposite played the game)

Our final idea was a focus on realtime gameplay, simultaneous controls (so that the players could both use the same keyboard) and oscillation, the back and forth movement of electric current or voltage. With oscillation we are focussing more on the movement than the actual physics of oscillation. We want to make a game which takes inspiration from the unpredictable movement of a ball and then making that movement even more unpredictable by oscillating the ground, with some "powerup" style objects allowing the players to change certain physics with the world as they are collected, including making the ball heavier/lighter, changing the oscillation of the ground and the size of the ball.

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| Name: | Assigned time | Task | Due date (if any) |
| Connor | 4 hours | Create a number of prototypes for our game in unity |  |
|  | 1 hour | Create GIF's to go in the presentation |  |
|  | 1 hour | Set up management resources, Github and JIRA | ASAP |
| Heather | 2 hours | Create presentation |  |
|  | 2 hours | Create some UI mockups | 23/1/17 (Monday) |
|  | 2 hours | Create some pickup mockups | 23/1/17 (Monday) |
| Henry | 2 hours | Create a background and foreground art mockup | 23/1/17 (Monday) |
|  | 2 hours | Create some character art mockups | 23/1/17 (Monday) |
|  | 2 hours | Create a ball sprite | 23/1/17 (Monday) |
| Sam |  | TBD |  |