

## MEETING MINUTES

We discussed how to make the game more competitive. The only efficient way to do this is to have both players have a set up phase; then they both launch at the same time. The setup is done in secret; at least ideally. The players will potentially collide with each other changing the projector of each player shot path. We will need to wait for a prototype to reveal how well this works, there is the obvious problem of both of them launching in the same place and colliding straight away. The solution would be to move them apart but somehow not ruin the path of the shot by launching one player straight into a "Block" infuriating the player and ruining their shot.

Me and Willoughby spoke about how to improve the displaying UI system for score and remaining time. Willoughby stated that he would like to look into sound effects for the game and that he will use "Freesound" to find some potential examples. We also discussed what settings would be implemented into the game and Willoughby wanted to create a design format of how they will look on the device and how they will be controlled. /altered.

Kyle wanted to continue doing more artwork so he was simply given the task of drawing up a start screen/main menu background.