**Level 4/5 Group 14 – week 1 –**

**Date and time of meeting/ duration**

* 31/01/2018 – 11.30 – 1.15 1h 45m

**Who attended?**

* Ethan Ward
* Mircea Lazar
* Petrut Vasile
* Toby White

**Topic**

* We started discussing ways in which to tackle the brief
* Tasks that were needed for the presentation next week

**Notes/Ideas from this meeting**

2D Game

Main control mechanic is a simple tap

Multiplayer – by taking turns

On a single device

Symmetric

Simple and intuitive rules

Will be using Unity for this project

**endless runner**

-jumping

-different sections the different people play

-one score overall

-individual scores for comparing

-possible teams

**air hocky/pong**

-ball moving by itself

-player taps to change direction of platform

**Beach volly ball**

-side on

-tap in time to bounce ball across

-play against each other

**builder**

-tower builder

-people take turns to build their tower

-highest tower wins

-possiblity to sabotage other person

**Puzzle game**

-people can only tap some colours

-have to work together to complete level

**People can see things that the other player cant**

-possible maze game

-guide the other player

-tap in a direction until you hit a wall

**People against each other**

-Cats vs Dogs is similar game

**Two bases**

-everyone has access to all of the troops

-kind of like rock paper scisors

-people select their troops

**Two people climbing up something**

-take it in turns to go up

-work together to make sure the ither person is safe

-different deaths

-the rope can be cut

Look into other games that have a similar mechanic

Concept art

Potential themes - for everyone

Make PowerPoint

**Main game idea**

People against each other

Obstacle in the middle

Wind that can effect the projectile

Tap and hold to charge power

Release to fire the projectile

**Focus for the current week**

* Complete tasks on Jira ready for the meeting on monday

**Meetings before Wednesday?**

Meet in the labs at 6PM on Monday