Date of Meeting: 31/01/19

Time of Meeting: 12:00

Attendees: Thomas McCarthy and Amy Potter

Apologies from: Thomas McLaren (Thomas did message me early in the day to say that he couldn’t make it.)

**What Happened During the Game Jam:**

Games that I researched that are viable for the brief:

Gravity Guy:

Gravity Guy is a game that removes the jump mechanic and replaces it with a gravity mechanic that players can use to overcome obstacles and gaps. Players are also being chased by an NPC that kills and resets the level for the players if the NPC catches up to the player.

Mr Gun:

Mr Gun is a Shooter/Platformer game that removes movement and Free Aiming and is replaced with a twitch mechanic which requires players to press when the gun is aimed towards the enemy. Once the player kills an enemy they are moved up a platform to reach the end goal. They also include a high risk and reward mechanic which grants the player combos if the NPC/Enemies are shot in the head.

I managed to complete all my work, and I came up with 3 different ideas that are suitable for the game brief given by the lecturers.

1st Idea:

A shooter game with no controlled movement:

* Players cannot use arrow keys or WASD to move around the level but must use the recoil of their guns instead to venture round.
* Players must also kill enemies as well otherwise they will die and will have to restart.
* Different guns will have different recoil effects such as a shotgun has a much higher recoil effect vs a pistol or sub machine gun.

2nd Idea:

A platformer with no jumping:

* Players will hold or tap the screen to build a vertical ladder to reach the next platform.
* Judging distances of the gaps and creating a ladder that is long enough but not too long
* Players must build a ladder that reaches the window, however the ladder cannot be too long otherwise it will break and it cannot be too short. There will be a safe zone so that players are not punished.

Once you reach the next platform you earn a point.

Players will keep progressing until they fail a platform and then have to start again.

3rd Idea:

Idle game with no tapping:

* Players will shake the phone, using the gyroscope
* Players will shake their phone to be rewarded with a multiplier that speeds up investments and businesses.
* Players will purchase and upgrade businesses to collect money and progress through the game.

During the Jam Amy came up with two ideas that are suitable for the brief after researching some games. One of those games was Doodle Jump:

* Platformer
* Replaces traditional movement mechanics with gyroscope controls and automatic jumping, limiting player choice

1st Idea

Genre: Platformer

Mechanic removed: Jumping

New solutions

* Players must grow a beanstalk to the correct size in order to allow them to cross gaps between platforms
* Length can either depend on the number of beans supplied to the planting patch or the amount of time the player waters the sprout for
* If the beanstalk if too short, the player will fall to their death
* If the beanstalk is too long, it will grow into the platform and make it break

2nd Idea

* Genre: Stealth
* Mechanic removed: Character movement
* New solution
* The player must manipulate the environment around them to stay hidden
* The game features AI and works on a turn-based system where the player will move the environment and then the AI will take a turn to move
* Could create some movement constraints based on testing
* The game could also work in real-time, with AI/environment being moved constantly

Unfortunately, Thomas McLaren was not able to make it, so he will be remotely working on his tasks during this sprint.

**Any Other Business**

After speaking with Rob about coming in on Wednesday to join in on a group jam so that all tasks are completed in one day and this frees up the rest of the week for us to focus on Dissertation, group project and any other modules that we are working on.

**Meeting Ended: 5:30**

**Minute Taker: Thomas McCarthy**