Lecture 1

* Basic concept or idea; Similar to that of Bomberman, a 3D children friendly version where it almost a first-person shooter rather than birds eye view of the maze. The character will be throwing water balloons rather than the bombs in the previous version made.
* Goal; Eliminate all the enemies in the game by striking them all with water balloons.
* Rules; Character must eliminate all enemies in the shortest amount of time using the water balloons that are provided.
* Player mode
* Visual assets you will require to implement your game; The visual assets will contain the character itself being a small character in a similar design to that of the Bomberman series, enemies will look the same as this. Also, a basic maze to begin with eventually progressing to harder levels as the game goes on.
* Idea for visual interface