MegaStorm Games

Meeting Minutes

19/09/2017

|  |  |
| --- | --- |
| Present: | Ross, Alasdair |
| Next meeting: | Date, Time, Location |

## Discuss File sharing & Organisation

Team talked about using file-sharing websites such as Google Drive & GitHub and agreed to keep all documents/code together on GitHub. Ran through how to use the desktop app and agreed on using Trello to organize checklist and status of tasks.

## Discuss Project Ideas

* Agreed Game Proposal

Alasdair proposed to make a game based on a new pill to cure any disease, essentially would be a survival wave-based game. Action-Arcade inspired, lots of lights and explosions to make the game seem really fast-paced and hectic.

* + Infection Meter - Aim of the game is to keep meter in the middle (neutral) or to the left (healthy). Right side of the meter will be unhealthy.
  + XP gain - A function will be implemented to take the position of the meter at the end of each wave. Based on this an average score will be rewarded which will determine the amount of bonus XP for the end of the level.
  + Enemy Types – Different enemy types will be introduced each level on top of the enemies from previous levels. E.G. melee, martyr, shooter, brutes. Certain enemies will attack your friendly cells. Enemies will look like bacteria, possibly with googly eyes.
  + UI – Infection meter and wave counter will be placed at the top of the screen.
  + Health – Inspired by Dishonored’s mana system, two bars of health, the first bar can regenerate to the point the second bar is at. Second bar can only be regained via health pickups.
  + Level Design – Manually made maps, modelled in Maya/Max. Aim to make 2/3 map layouts but ideally make one and change it up with objects/pillars. Possibly have the playable area on top of an organ. 3 points of entry for spawning enemies.
* Rejected Game Proposals

Alasdair proposed a small RPG prototype, simple combat, gathering and levelling mechanics. Rejected as it would take far too much time to produce even a decent prototype. However, there would be no story to the game.

Ross proposed a 2D game where you dig down for oil in order to extract and sell it, Alasdair pointed out it was too much like Turmoil and decided against it.

**Discuss Technical Aspects**

* Unity will be our chosen game engine as it is simple and easy to pick up, Alasdair has a decent amount of experience with it. Unreal is too in-depth and would take too long to learn.
* Agile Software Development Cycle was the agreed methodology as it is the best option given the amount of time we have to build the project. Also very flexible which is good as we may implement more components later depending on progress.
* Agreed that all modelling will be done in Maya/Max.
* Testing will be done as the game is developed. A combination of injection testing and test as you go will be used. Players will be asked to test the game as a whole and fill out a document giving feedback on the game. I.E. enjoyment, improvements, certain mechanics/functions.