Creating software can be summarized with the saying, “No man is an island.” Software is created to either address issues or expand on one’s creative ideas. With many different ways software can be created and interact with other pieces of software, it is too much for one person to think of every feature or problem that they may encounter on their journey to completing their mission, and that is why a team is essential in meeting one’s goals in the software development field.

Our team’s first order of business was coming up with an idea. When we first started the meeting we listed all of our program languages that we were familiar with, as well as throwing ideas out on what type of software or app we wanted to create. We started with broad ideas such as a web app, a mobile app, or desktop app, and narrowed it down to one option, then took that option and created another list from it to get the specificities down. For example, we said we want to create a web app and then from there we came to the agreement that it would be a game, and then after that we decided on the type of game it would be.

My team decided on creating a game as our project idea. The game we created is a 2D, space themed, platform shooter called **Shooting With Them** that is able to run in a web browser. The game is set to have online multiplayer capabilities that includes game modes such as team death match and capture the flag. The way this game will be presented to the user will be in a lobby format where they can navigate their character on the screen to an area where they can begin a match.

For the creation of our game some of the topics we discussed were what programming languages we all knew, our budget for the game, our monetization method, gameplay, theme, user experience, and any other ideas we threw around at the time. Our organization method consisted of our group throwing out ideas together and creating a google doc where we would have a scribe to type out what we came up with.

When it came to thinking of the ideas, we had a nice system of one person following up with suggestions and guiding the situation to different topics of discussion as to what still needed to be done. For example, if we hadn’t thought of a theme yet, someone would ask about the theme and our attention would be brought towards thinking of a theme for the game, and would continue so on for each topic that we had to discuss. A problem I had with this method is that with so many people brainstorming ideas, it was very easy to not find a chance to speak, especially when you could have someone constantly talking and their ideas shaping the project immensely. After a certain point of not getting to speak and having the project go in a certain direction mostly framed by one or a small portion of the group, I started to become distant from the project idea as it had turned into something that I could no longer envision. At that point, it felt even harder to try and contribute ideas than it was in the beginning even without the barrier of trying to find an opportunity to speak.