Response to Critiques
What criticism did the original design get, and how did it affect your final proposal. Note: you might respond to positive as well as negative feedback.

The slide which this group had drawn up was just two stick figures fighting. Someone commented on how that could be a cool artistic style, and we're thinking we'll go along with that instead of trying to do anything more complicated.

Group Inventory
What skills, talents, and resources do the members of your project team bring? Are there things your team is missing or is really good at? How should these effect what you try to achieve?

Zachary Ovanin - I took a graphics class last year (that used OpenGL and C++), but although I do understand computer graphics, modeling is something that I've never been the biggest fan of. I prefer working with game mechanics and design.

Samuel Wasmundt - I have NOT taken a Graphics course before, I have done some game programming in Java and in JavaScript (for this class). I enjoy level design and playing with the primary player mechanics. I have experience using the 3D JS engine Three.js which is about as polished as it gets for JavaScript stuff in the current era. I would consider myself fairly artistic, however I do not have experience using tools that would help this talent manifest itself into a game - though I'd be willing to learn if no one else has the experience. I am fairly good at taking examples and adapting them to specific needs.

Andrew Zoerb - I have previous game development experience from my game development start-up company, Door 6. I have previously taken the graphics course, and am quite familiar with OpenGL. I have experience with game design, and enjoy designing and analyzing games. I am able to drill down from ideas into what code needs to be written, and I have a good sense of which ideas will be fun and which won't. I know my way around photoshop and can make some 2D art assets. I've worked on larger teams before and have experience with git and some team management.

Josh Slauson - I took the graphics course three semesters ago, so I'm familiar with most topics but definitely a little rusty. Like Samuel, I also have experience with the Three.js library which my group used in my last project. We also used JigLibJS, a simple javascript physics library. As for game design, I don't have any experience outside of this class. My art skills are fairly limited too. I mainly focused on design issues and low-level stuff like representing objects and data structures for the first two projects. I've also worked on large teams and have experience with git and svn.

Nick Pjevach - I am currently in the graphics course. I have don't things in Java, with very limited exposure to Javascript and C++. I absolutely love design and that is really the focus of my studies in school. Computer science is something I want to understand rather than becoming a great coder.

Group Implications:

It seems like our group for the most part is strong in game mechanics and design. We anticipate that we'll be able to think of creative ways to tackle some of the issues and conceptual challenges that surround the anticipated mechanics of our game. At the same time, we'll have to mediate what we can get to work, as in a large group it can often be *harder* to code something coherent

when you have to work with four other people.

Our project will not be graphically advanced. One reason being that programming in a 3D environment would require a ton of extra work given the time we have. If we were programming some kind of spaceship game where our character traveled in a black background for example, this would be less of an issue. Another reason is that it doesn't appear as though anybody in our group is particularly motivated to create appealing 3D models. This led us to our "stick figure" design plan for the visual style.

Tools Choices
What tools do you plan to use to implement the project (note: you might change these choices later – but for now, you should have an idea of what to try first)
JavaScript, Java, C++?

Kind of up in the air at this point. One thing is that we all have experience doing game design in JavaScript… this may push us towards, or conversely may make us choose something different because we disliked it.

If we can get something going using C++, that would be optimal, but Javascript may be what we fall back on if we can't get something going quickly enough. One of the advantages to Javascript being that you can gets something playable and up on the screen within an hour of two of diligent coding in most cases.

Division of Labor
How do you propose to divide the effort of building the game amongst the members of your team?

The design process will be a fairly collaborative task which everyone will participate in.
Once we get our design finalized, we'll have to separate out relatively separate tasks in order of dependencies on other code. We'll then assign those tasks based on interest and experience. We have already preemptively begun to divide tasks up between the individuals in the group.

Milestones
What milestones do you see along the way of building the game? Describe what you expect to have done at the 1 week, 2 week and 3 week marks (these are the "signs of life," "tech demo," and "play test" milestones).

1) Hopefully have some sort of image animation going in a crude manner just to prove that we can build upon it and morph it into a working product.
2) Have some simple move combos at this point. Get a simple scrolling combo box in an as basic form as possible, flesh out things like speed, accurateness, and length at a later date. Along with these have some graphical animations that will correlate to the button combinations/misses appropriately.
3) Have these two mechanics working together with a basic story line that introduces the player to the Dojo fight scene and what they are fighting for.

Risks
What are the biggest unknowns or risks facing the project that jeopardize its chances of success?

-> Biggest risk as of right now is getting the graphical animations 'working'. Even if they are just stick figure animations like we are planning, we still need to pull off the proper look and feel in

order to accomplish the motto of only doing something that we can do well.

-> Also we need to make sure we'll have enough time to get the storyline in place, so we'll have to make sure we leave enough time for that once we get all of the gameplay mechanics in place.

http://www.stykz.net/index.php

Click on the below link to see an animated .gif of a jump kick, done in about 10ish minutes after downloading the software. Didn't use anything as a reference, but cite a video by flipping frame by frame.

http://dl.dropbox.com/u/4040751/Jump%20Kick.gif

http://www.sfml-dev.org/
http://www.sfml-dev.org/wiki/en/sources/animation