Fruit Punch Pitch – Key Points

* First, we begin to introduce ourselves individually
* Start with a demo of the project – 30 seconds
* Jay will do the demo
* Whilst jay does demo, Nikash will provide commentary on how the game works
* Nikash explains the **development process**
  + Ideation – pen and paper, google docs – to come up with ideas
  + Development
    - Github – online platform for storing and working together on code
    - Node – the language our game is written in
    - Python – Rory and Shaquille are currently working on a python version of our main game
    - Stack Overflow – answering questions on coding, also asked the mentors at codingbrum
    - Atom – the text editor we wrote our code in
  + Testing – let people at the sessions play our game, everyone loved it and thought it got the balance perfect between fun and functionality
* Gokul - Statistics