# gSARdev – 2nd Meeting 11/09/2018

**Object of the Game:**

Player must collect coloured key cards to progress to the next level.

**Game Functionality:**

2D platformer with player able to fire projectiles to defeat enemies. Semi-complex platforming with moving platforms, wall jumps, double jumps, wall hanging/sliding.

**Aesthetics:**

2D futuristic.

Dark/Neon

Player has trail of light/aura

Future theme, player is bounty hunter.

**Game Environment:**

Futuristic facility (military/research).

**Game objective:**

Main Objective: Bounty Hunter having to collect a bounty. Must collect key cards to progress to the next area/level.

Optional Objective(s): Can have optional bounties per floor/level.

**Mechanic Ideas:**

Double Jump

Wall jump/slide, clambering, hang then slide down after a short time

Player and enemy projectiles (player being laser (blue projectile), enemy projectile red)

Coloured key cards required to be collected for level progression (can be used to control progression time)

Record and document your thoughts (including ideas you discard)

Why did you discard them?

If possible, agree on the best game idea for your team

What makes it the best idea?

**Development Methodology Chosen:** Agile.

**Reason:** We believe that an Agile Development Methodology is the best development approach as we as a team have different strengths and weaknesses so working together will both help us learn the development process as well as ensuring that deadlines and targets are met on time.

**Discarded ideas:**

3D game was abandoned as we felt that 2D would be a better approach to a platform game.

Mixture of 3D assets in a 2D/2.5D environment was abandoned as well as we felt that aesthetics would clash and would take much more time to develop.

Golem Bounty Hunter player character abandoned as we felt it was not a good fit with the theme of the game.

**Why is the idea we have chosen the best idea?**

Different take on a classic genre. Lots of room to flesh out the idea further. Aesthetics should be Immersive for the player.