LAB NUMBER 1

We are in group one, in our first discussion we discussed on different projects, everyone came some different ideas and wonderful tips. Most of the students are interested in game project they are trying to build 2D , or 3D , on shooter platform . “Mareeo shooting” its flash type of game, shooter platform is going to be used, adventures and text based  that's one example similar that many can think about and work on.

In the beginning someone said how much budget we need then we said we don’t need that just class projects. We have to show our effort and some one also gave suggestions that we should try a realistic game such as the 2D, 3D game that I mentioned  earlier .

We also talk about coding language that we need for project game such c++,java,

 The final product we decided about game  related, before that we also  talked about different other projects also but the game one , everyone has the consensus on it .

In the game we choose different themes such as some suggested football  field, also

  scoreboard option. Shooting part is also included on different types of level one if we consider over  the bridge, with different types of traps can be included and etc. Player and fake players are also included and etc.

 In our team most of our members are interested in doing something realistic type of things that’s can help them in future projects also,

 In our project it might be longer than usual because for games and other similar related projects we need more features and other aspects.

  Splitting into smaller teams, it also helps to  work on each separated parts that were given to each to smaller groups. In this way a complicated task is going to be much easier.

Groups at google docs really help us how we can divide our tasks and how each individual can work as collaboratively as a team.

The components we think are really important are the different factors and parts of projects such as character model, story, quality assurance and most important the role of multiplayer in our game projects such as the numbers of players and their duties and tasks.

The budget part we got consensus that we should spend more money on visuals than the thing that attracts the people most.

Working in a collaborative environment is really important because in this we can learn from others because no can work ahead. Working as a team is really important in learning specially for those who are new or have less experience in working as a team .

In collaboration it's very important that every individual should work at the same pace that helps in competition or project in a much easier way.

The skills we need for this project are we should be good at Javas, PHP ,C++ and other related languages so in this way we can perform better.

In the collaboration the challenge part is that everyone has a different background of knowledge and skills so we should work as a team so it will be much easier to finish the task . The benefits of collaboration is that some people are really good in skills. We can take help from there and we can use their  techniques to understand the project and that can help us  to finish tasks easily.