**TEAM DISCOVERY**

**DISCUSSION NOTES**

**16.12.2016**

- 5 min brainstorming session to come up with ideas and 1 min to pitch it to other team members

- topic: Speaking, Writing, Listening

- Moving foreward with Storyteller and Spelling Snake

**Storyteller:**

Users write paragraphs of text and send them to each other. Challange is to use given words in the paragraph, words are random. The point is to expeand users vocablary and practice writing.

**Spelling Snake:**

A take on the classical Snake game where users have to collect letters in the right order to complete the given word. Other gamemodes: collect the right artcle, collect the right antonym.

**8.1.2017**

**14.1.2017**

1. Define the challanges and motivation
2. Paper prototype
3. Concept map
4. Persona
5. Storyboards
6. Discussion notes

**EVERYBODY:**

* Unity
* Marvel

**Gameplay styles:**

* Articles
* Ger-eng, eng-ger
* Synonyms and antonyms

**User study:**

* test if is it better to load the gun manually with the right article or to have it load automaticly and shoot
* App store apperance. Test multiple icons. User chooses prefered ones

**Questions:**

* What problem are we solving/addressing?
* What makes our app/solution different/special?

**21.1.2017.**

- looking for a room

- story board discussion, future planning, update

- concept map - create the separate one for app, update

- challenges & motivation after UI

- multiple personas?

**- Unity - 2D**

- multi-user if enough time

- specific word sets( movies, books, other scenarios)

- articles, other add later

- tap words, choose articles

**- Marvel** - specific word sets( movies, books, other scenarios)

- word sets to challenge friends

- multi-user - leader board

- articles, translation

**- graphics** -> Unity Tasks: