Kick-Off Meeting Notes — Spike Runner

Date: 24.11.2025
Project: Spike Runner — Endless Runner
Participants: Julia (PM, Tester, Sound), Alexei (Lead Designer, Programmer, Artist)

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1. Project Goal

Create a small endless runner game in Unity where the player automatically runs forward and must avoid obstacles (spikes and saws) by jumping.
The goal is to survive as long as possible.

Game scope is intentionally minimal to fit the 2-week development schedule of the course.

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2. Roles and Responsibilities

Julia — Project Manager / Tester / Sound

- organizes meetings
- manages Trello board
- coordinates workflow and keeps deadlines
- makes final decisions on tasks
- handles project documentation
- tests gameplay and reports bugs
- selects and integrates background music
- selects and integrates collision sound effects

Alexei — Lead Designer / Programmer / Artist

- defines game mechanics and difficulty progression
- implements gameplay logic (movement, obstacles, collision, game flow)
- creates all art assets (character, obstacles, background elements, UI)
- manages parallax backgrounds and obstacle spawning
- configures build settings and Unity project structure

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3. Tools and Infrastructure

- **Unity** — main development engine
- **GitHub** — version control, commits, project storage
- **Trello** — task management (Backlog → In Progress → Review → Done)
- **Google Docs / PDF** — documentation (GDD, meeting notes, role descriptions)

- **Discord** — communication and quick updates

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4. Development Process

Chosen methodology: SCRUM (1-week sprint)

Sprint Structure

- **Sprint Planning:** selecting tasks for the week
- **Check-ins:** asynchronous progress updates via Discord
- **Mid-sprint meeting:** ensure expected progress
- **Sprint Review:** show implemented game features
- **Sprint Retrospective:** discuss improvements for future teamwork

Planned meetings

- Kick-off meeting (completed)
- Mid-sprint check-in
- Final sprint review & retrospective

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5. Initial Task Breakdown

Tasks were selected to match a small, achievable endless runner scope.

Gameplay

- Implement player movement
- Add jump with variable height (hold-to-jump-higher)
- Implement collision with spikes and saws
- Add obstacle spawner
- Add difficulty scaling
- Add game reset logic
- Test gameplay loop

Art

- Create player sprite & animations
- Create spikes sprite
- Create saw sprite and rotation animation
- Create parallax background screens
- Create simple UI text elements

Sound

- Add background music
- Add collision (hit) sound effect
- Test audio manager behavior

Level / Environment

- Create ground tiles
- Add parallax scrolling
- Set up basic scene layout

Setup

- Create Unity project
- Set up folder structure
- Create GitHub repository
- Configure .gitignore
- Import all required assets

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6. Sprint 1 Goals

By the end of Sprint 1, the team aims to have:

- Fully functional player movement & jump
- Working obstacle spawning system
- Basic parallax background movement
- Collision and Game Over behavior
- Background music and hit sound
- A stable, playable version of the endless runner

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7. Risks

- Only two team members, one handling most technical work
- Limited 2-week development time
- Risk of scope creep — must keep features simple
- Need to avoid overcomplicated mechanics

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8. Agreements

- Communication via Discord
- Daily commits to GitHub
- Tasks in Trello must reflect real-time progress
- Weekly review meeting required

Final presentation will include:

- Trello board
- GDD
- Meeting notes
- GitHub repository
- Final game build