

Client Meeting 1/27/20

- Pitched new game idea
 - AR base-defense first-person-shooter game with multiplayer option
 - Choosing to add multiplayer functionality using Multipeer library with Bluetooth connection
 - Idea approved by Jason
 - Question: how difficult is it to maintain a common view between players?
 - Not hard with ARKit
 - Look into using ARWorldMap to maintain game session info
 - Map needs continuous update (any change to one player's session must reflect in the other's)
 - Map's default behavior might not be accurate enough (in terms of interacting with the same object in the same place)
 - Low-light environment might yield poor results
 - Need to build a mechanism to allow devices to communicate as each one's game situation changes
- Reviewed initial mockups
 - Mockups approved by Justin
 - Need to decide whether to use UIKit or ARKit to build menus
 - Final decision needs to be made early in the project
- Steps forward
 - 1st Priority: Develop multiplayer functionality (2-3 weeks)
 - 2nd Priority: Use ARKit to build the game itself
 - 3rd Priority: Add extra menus/UI's to complete the app
 - Game can most likely be built off of tutorial (already has box-placing capability, appearing/disappearing boxes)
 - Need to decide how to split the work