

I. Project 3 Plan / Brainstorming

A. Original Proposal

1. Tessa and Ryan – Space Wars
2. ryantessa_Spacewars

B. Response to Critiques

1. Already talking primarily about strategies and mechanics

C. Group Inventory

1. Russel
 - a. Architecture Planning
 - b. Architecture Implementation
 - c. Graphics Implementation
2. Joe
 - a. 2-D/3-D Artwork
 - b. Architecture Planning
 - c. User Interface Design
3. Zack
4. James

D. Tools Choices

1. Main Engine: WebGL, JavaScript, jQuery, maybe Three.js (or another WebGL framework/engine)
2. UI Libraries: jQuery UI and SproutCore, Ext.js

E. Division of Labor

- 1.

F. Milestones

1. Friday, November 18th—Signs of Life
2. Friday, December 2nd—Tech Demo
3. Friday, December 9th—Playtests
4. Wednesday, December 14th—Gold Master
5. Thursday, December 22nd—Festival of Games!

G. Risks

1. Game is not fun
2. Managing complexity of decision space
3. AI (biggest risk by far)
4. Game takes too long to play for a short playtest session
- 5.