Date: 2017-03-22
Chair: Ludvig Andersson
Participants: Rasmus Lindgren, Markus Petterson, Anthony Kalcic, Ludvig Andersson

Meeting agenda

Group 10, Parallax

This meeting will not follow any framework, this will be a continuation of the previous meeting and we will discuss the same issues. We will discuss:

Can we make a project in VR or will this be too big of a task?

What can we make?

Should it be a game or some sort of application?

The outcome of our discussion:

We got in contact with a group that made a VR game last year and asked some question about workload and their level of knowledge going into the project.
Their answer was everything we wanted to hear, they had the same knowledge level and found the project fun and not too challenging. They also offered any help they could give.

We decided that everyone in the group was ready to work hard and put a lot of time into this project. This combined with having both code and help from the last group sealed the deal and we decided to go with VR.

We decided to make a game compatible with both VR and desktop. A backup plan sounded safer than hedging all our bets on one idea. Starting with desktop and moving on to VR was not a very large step, so this way seemed like a natural plan.

After decided platform, we had more ideas. Eventually, we picked the idea of making a "shoot em' up" game with a Tron legacy theme. The game would be played with a controller or the keyboard. The screen would be either the phone (both in VR or not) and the computer screen.