20/02/2023

Code mechanics

- Ivan will upload the prototype code to GitHub (the game mechanics)
- Rest of the team can start adding visual elements to the code once the prototype is uploaded

Storyboarding - **Rest of team meeting 4pm Thursday** (23/02/2023) to sketch screen by screen game design and make decisions on the following:

- Design home screen layout and features
- Design "Sorry, you can't quit that easily" screen.
- Design "Sorry, you lose" screen.
- How many lives does the player start with?
- What's the point scoring system?
- Boss scenario - still a moving landscape or in a fixed location?
- Boss interactions - how does the boss cause damage to the player?
- Landscaping - making static obstacles and undulating ground level

Image/GIFs - collecting material to include in the game:

- Nyan cat GIFs - players can choose to play as different versions
- Obstacle images/GIFs
- Asteroids GIFs
- Landscape - images? or generated in processing?

Other

- Find good workflow to make GIFs animated in processing
- Find way to have the Nyan cat music playing on loop in the background of the game (and mutable at any time)