**General Thoughts**

I just wanted list down the things we discussed yesterday as I saw them. I just want to put down my thoughts for each of your ideas. I want to make clear I am somewhat biased; there are certain types of games that I enjoy playing and others I do not so my views and suggestions may be off the mark or subpar. Of course add/modify/remove and let us all know what you think. Unfortunately, it didn’t seem like we really reached a consensus the other day. Additionally, if we’re supposed to be that group of over achievers as Arianne suggested, I think our aim should be to win at the GDC. Of course with our experience it may not be possible, but I think we should still try.

**Obstacle course game**(Originally Anena’s idea)

* **Uniqueness**
  + Our twist on this is that we have different character with their own unique perk or power that aids them in some form. I have only been able to think of one perk, there are many others come to mind, but we’d have to balance the game around all of them so I’m reluctant to just make a choice.
* **Gameplay**
  + The player’s objective is to make it through some obstacle course to reach the next level.
  + All characters/classes will be able to jump and duck to avoid projectiles. Perhaps they can dash as well.
  + The player will try to beat each level with the lowest time or
  + There can maybe be an alternative mode where they race against the clock to finish on time
  + There could either be checkpoints or it could be a rogue or rogue-like game.
* **Theme**
  + Could be a haunted castle of some sort
  + Some game world like you would see like in mario or sonic
  + possibly set in the future
  + Something else?
* **Obstacles**
  + Falling Objects
  + Projectiles
  + Jumping creatures
  + Running creatures
  + Flying creatures
  + Lasers (if we go with a futuristic theme)
  + Traps
* **Classes**
  + Class 1 - double jump
  + Other classes and powers?

**Ball game**(Originally Gracie’s idea; I’m sorry I didn’t know what else to call it lol)

* **Thoughts**
  + I’ll admit, this game I have a hard time visualizing so I’ll tell you what came to mind as I kind of thought about this more.
  + I think it’s one of those types games that has the potential to be simple, but addictive.
* **Uniqueness**
  + I don’t believe there is a game out there like this, but I haven’t checked.
* **Gameplay**
  + If I understood Gracie’s premise correctly there is some object (a ball?) that darts across the screen. You are supposed to use your thumbs to redirect the ball to the other side where you use your other thumb to bounce it back.
  + As time progresses the ball starts moving faster.
  + The ball moves in a randomly after it is bounced back.(William’s suggestion)
    - I’m not sure how we’ll do this, alternatively the ball will move “predictably”, as in the ball will bounce of your thumb at whichever angle you hit it from and bounce of the sides based on its trajectory (kind of like a pool ball).
  + The objective is best time
  + Perhaps there could also be difficulty settings that increases the number of balls or
  + There are “checkpoint times” once they reach a certain time 1 minute, 2 minutes, etc. (we can work out the checkpoint times later) an extra ball appears.
* **Theme**
  + No ideas here lol

**Escape Room Game**(originally Arianne’s idea)

* **Thoughts**
  + Escape rooms seem to be trending right now so it might be a good idea to go with. The UTA theme would be cool for the purposes of the project because we’re doing this for school, but there might be other themes we could try that are maybe more exotic or more intense?? But I think just a change of themes may not be unique enough. There are already escape games with many themes. What would we do differently other than theme that would make this game stand out?
  + Some links:
    - <http://www.androidauthority.com/best-escape-games-android-686215/>
    - <http://www.pocketgamer.co.uk/r/Android/Best+Android+games/feature.asp?c=61991>
  + I’m sorry I don’t really have any ideas for this one **:(**
* **Uniqueness**
  + I kind of already explained this above
* **Theme**
  + See above
* **Gameplay**
  + I’m not sure if any of these are unique, I haven’t played any of the current escape room games.
  + The character is stuck in a room or building. In order to move on they have to use clues and perhaps combine items in order exit to the next stage.
  + The rooms could be timed.
  + Maybe there could be traps, if they click on the wrong item they die?
  + There could be timed mini-games in order for them to acquire a clue or item. Once times runs out, game over.
  + Could also make this a rogue game. If they fail to complete a room they go back to the beginning of the whole game so it makes it like a memory game as well?
    - This does have the potential to put people off though, having to replay the same levels over and over if they die. May not be a good idea. I’m not a big fan of rogue games or hardcore modes myself.

**UTA Forums**(originally Gracie’s idea)

* **Thoughts**
  + Not a game, but a good idea none-the-less. Of course it was encouraged in the team project description:
    - “3. It is highly preferred if you develop a game (it is preferred not required). Best game developed (if of a very high quality) will be presented for GDC-2018 consideration (http://www.clocate.com/conference/Game-Developers-Conference-GDC-2018/34970/), the highly prestigious GDC conference typically takes place in late Feb. / early March of each year in San Francisco”
* **Premise**
  + We create a forum where the categories are the majors.
    - This can be further sub-divided into courses required by the major.
  + Students can post questions about the major and specific courses.
  + Log in authentication will be the user’s netID and password.
  + I believe we need to be careful though, there is potential for cheating and collusion here. Also, people may just post answers to homework questions. there is an academic honesty and ethics questions if we do this. How will we mitigate these risks?