**Project 2 - First person perspective/shooter game - Team Designations**

**Valve - Scrum Meeting @ 6:45 pm**  
Yan Lussier  
Sebastien Landry  
Tegan McFadden  
Maxime Leveille  
Andrew Goudreau  
Roomila Ramtuhol

**Epic - Scrum Meeting @ 7:00pm**  
Philippe Conte  
Benjamin Goulet  
Jeff Certosini  
Jeffery Guandique  
Victor Diaz

**Nintendo - Scrum Meeting @ 7:15pm**  
Joshua Knutson  
Kosta Andreou  
Mathieu Leveille  
Wilfred Young  
Theo Raymond

**Thatgamecompany - Scrum Meeting @ 7:30**  
Sebastien Frappier  
Jose Gomez  
Kennet Cabello  
Michel Trudeau  
Gabriel Rosconi-Robertson

**Deliverables:**

Each team will get to choose the theme for the game, remember FPS's don't always have to be about shooting. There are great first person perspective games that don't even have guns. ( myst, 7th guest, the witness, the unfinished swan...)

Since this project will probably be more complicated and you have 6 classes to work on it, an arted up project is not necessary. What I want is decent prototyping of the hook of your game and a gym that showcases the core gameplay mechanics of it.

As usual we'll be following the same stage gate process as we did last time, except there is no need for beta & gold since there won't actually be a game.

**Here is the time line below:**  
Class 8 (february 23) - Brainstorming  
Class 9 (march 2nd) - prototyping begins  
Class 10 (march 9th) - prototyping  
class 11 (march 13th) - prototyping ends  
class 12 (march 23rd) - work on the gym begins  
class 13 (march 30th) - work on gym ends and your game will be presented to me at the start of class 14

**Things to consider:**  
Keep it simple  
Communicate with your teammates  
Check your ego at the door, what's good for the game is good for the team  
Divide alls tasks equally and fairly  
Attendance is mandatory, if you're not in class, you're not working with your team  
Plan ahead