**Feb 4th 2012 - Meeting Minutes**

**1. Review tasks, check progress**

-Lucy will install Flash tonight and will text if she needs help

**2. Game design - what, who, where, when, why, how, gameplay of game**

**- what kind of characters**

- Cat and rabbit/squirrel

**- who are the audience**

-General

**- where is the location (setting)**

**-**forestry area

**- purpose of the game**

- Getting rabbit/squirrel away from cat

**Gameplay:**

- Main goal is to collect points

- Similar to Ninja Run

- Press a key to hop over obstacles

- Points are accumulated by length of time of survival

- Additional points can be gain by collecting carrots

- Points can be lost by hitting certain obstacles

- Player lose when they hit a major obstacle

- Game is either going by level or it’ll keep going forever, depending on how much time we’ll have to implement it

**3. Roles – How are we going to do the work**

- Start learning AS3 and Flash

- Prototype characters

- Will need to fill roles for programming and art

**4. Setting up gitHub**

- Need to set up accounts

- Install github

-Need to set up repositories

**Tasks**

This week:

- Setup and learn AS3 and Flash

- Design Prototype characters

- Learn about github