

MICROVERSE: <https://github.com/JenniTheDev/Microverse>

Meeting Notes Monday 2/8/21

- Brainstorming meeting to narrow scope
- Set up github and project board
- Game ideas:
 - Something like scribble io
 - Simple / casual game
 - Among us type
 - Spyfall
 - Get to know you
 - Ice breakers
 - Sometime to play with friends and family
 - Jack box party type games
 - Web based ? To play on mobile and pc?
 - OMG pop
 - Mini games
 - Taping things in order

- Players personalize their game or their character to meet the objective
- Person vs person co op with answering questions
- Heads up
- Would you rather
- Shot zombie
- Mario ware like with little mini games
- Competitive word search
- Instagram mini filter type games

Meeting Notes Wednesday 2/10/21

By Iteration 1(2/24/21): Create prototype and implement design

- Goals/Tasks:
 - decide on our mini games
 - research and learn unity
 - setup github
 - links to for ideas:
 - <https://www.youtube.com/watch?v=LzQzydhjrM>

- <https://www.raywenderlich.com/673-how-to-make-a-match-3-game-in-unity>
- <https://www.raywenderlich.com/8094424-unity-2d-techniques-build-a-2d-pinball-game>
- https://assetstore.unity.com/packages/templates/platformer-microgame-151055?_ga=2.208086869.63669025.1613081740-228931566.1612980783
- <https://www.youtube.com/watch?v=bp2PiFC9sSs>
- <https://www.youtube.com/watch?v=TAGZxRMloyU>
- <https://www.youtube.com/watch?v=ijAN0QI70UU>
- <https://gamedevbeginner.com/how-to-make-countdown-timer-in-unity-minutes-seconds/>
- how to clone, create a branch, push your commits, and make a PR using GitKraken :
<https://docs.google.com/document/d/1QaZVIBletVQR3xfsmXnC10NUvkt-PY-QVXngOk-5aF0/edit?usp=sharing>

Meeting Notes Wednesday 2/17/21

- Discussion about what microgames we were going to move forward on
- Broke down ideas into parts and filled up the backlog
- Everyone chose tasks and started work

Prototype:

<https://docs.google.com/presentation/d/1PKsdU4exhigKqx7icMLcpK4i8v8HGfMFBJJN0tSZOpE/edit?usp=sharing>

Product Backlog : <https://github.com/JenniTheDev/Microverse/projects/2>

- entire app will be landscape orientation
- Dalisa -- main menu/landing page
 - Main Menu:
 - Swipe to see icons in a carousel
 - Swipe up for game info
 - Tap to launch game
- Brian L -- dodgecoin game

- Dodgecoin-
- 30 seconds
- Top down view
- Dodge the things
- Get a score
- Casey T/Jenni -- SpeedTap game
 - SpeedTap -
 -]Color of background changes, and when it changes tap it
 - Reaction Timer
 - If time- User taps icons as they appear
 - Tap when it's the right color
 - Fail when miss 3
- Brian A -- SpeedDot
 - Connect the Dots:
 - Connect the dots as fast as you can
 - Many different shapes
 - See how many you can do in one time
- Product Backlog : <https://github.com/JenniTheDev/Microverse/projects/2>
- Keeping in mind the restrictions of:
 - Small competitive game that you pass and beat score
 - Scores could be shown to a friend and pass the phone so they can try

Ideas for if time allows:

- Card Game- Black Jack
- Food Patterns- Must pick in given pattern
 - As time goes on pattern gets longer by one every 30 sec
- Broke down ideas into parts and filled up the backlog

Meeting Notes Monday 2/22/21

- Everyone shared project progress
- Updated timeline
- Discussed who was presenting and in what order
- Discussed Git issues and resolved them

By Iteration 2(3/17/21): implement the logic/details of our mini games and ensure that they work on different devices

- Goals/Tasks:

By Iteration 3(4/14/21):

- Goals/Tasks:

By Iteration 4(5/5/21):

- Goals/Tasks: