
SMACK! YO MAMA STUDIOS

**MEETING 1:
GAME SELECTION, ENGINE SELECTION
JANUARY 31ST, 2008**



Location: LETC

Time: 6-9pm

Game Ideas:

- Motorcycle racing game similar to Road Rash that involved hitting other players.
- Racing game with power-ups and weapons. Similar in design to Mario Kart and Crash Nitro Kart.
- Tunnel based racing game which allows driving on all walls and involves dodging obstacles.
- 3d remake of Lemmings games.
- 3d remake of Worms.

Conclusion:

We based our decision for game development on ease of implementation, funativity, ability to incorporate the Wii-motes, and feasibility of completion of the project. We thus chose to make a tunnel based racing game due to its simple level designs and ability to use Wii gestures for maneuvering and shooting. Our design will incorporate features found in N2O Nitrous Oxide and Sewer Shark.

Game brainstorming:

- The game takes place entirely in a tunnel environment.
- The environment might be futuristic, urban-industrial.
- The vehicle can travel on all sides of the tunnel
- As the vehicle moves to a particular wall, the camera will rotate so that the car is always towards the bottom of the screen.
- Objects will be present and can pose the risk of collision with the vehicle thus slowing down the vehicles speed.
- The vehicle can fire weapons to obliterate the objects before collision.
- There will be two modes of play. 1st will be a time attack mode in which the player races to beat his best time. The 2nd mode will be a race against AI.
- Possible power-ups will be included in the level.

Game Engine Selection:

Our initial inclination was towards the Torque game engine. However, due to the cost, we might possibly use Electro. Geoff will try contacting Torque to see if we can purchase the engine at a student discount.

Company Name Selection:

Our company name was chosen as "Slap Yo Mama Games".

Next Meeting:

Location: LETC

February 7th 2008

Time: 6pm

Topics:

Web domain hosting.

Web content, including biographies.

Game engine development.

Game storyboard.