**Random Mania**

Our game consists of basic principles, when we create it in GameMaker Studio we need to combine all these principles for the overall game to come together. The card sizes need to be X-32 and Y-64, we need to keep these sizes consistently throughout. Now, we need to create each of these programs in GameMaker and then compile them together. When we create these GameStudio files we also need to add documents with them and upload them onto BitBucket take into account that these documents need to be formal. They also need to consist of clear step by step instructions on how to replicate what you did, remember each person will be doing a different program and won’t have the knowledge that you do. This helps us spread out the workload to multiple people but at the same time keeping the others informed about each section of the game. Each person can choose what programs they wish to do and then upload the documents as such, you also need to accept and write what program you wish to do on BitBucket. The most important points I feel are as followed:

* Layers, since we need a GUI in front of the actual game we will most likely need to use layers.
* Sprite changes. For example, when a card collides with another the card needs to change its sprite to another. This can help us display card flips when a player moves onto one.
* Randomly place cards or any randomly placed objects. We could also give an option of preset rooms with different cards. This way when a player starts the game he can be given a random room as opposed to random card placements.
* Declared variables associated with cards. Each card needs to have its own attributes. The interactivity of the game depends on these attributes and how the player interacts with monsters with those attributes.
* Sound files, we need to place sound files in a game. We don’t specifically need to add sound files that will be implemented into the game we just need to know how.
* How to create an .exe file through GameMaker, the final game design needs to be an exe file.
* Title screen with buttons and room transitions.

Note: if you feel that we need to add more, make another document or post it on BitBucket.