

Minutes for CSC2058

Group 1 **Date of this minute 19/10/2024** **Location (Room No. and/or Teams): __Library Room 4__**

The following team members were present (in the same meeting room or on Teams) when these minutes were discussed:

| Name (printed/typed) | In room (R); On teams (T). | Signature (agreed bitmap or initials) |
|----------------------|----------------------------|---------------------------------------|
| Ahmed | R | a |
| Ignacio | R | i |
| Htoo Myat Naing | R | h |
| Aleeya | R | a |
| Serafy | R | s |
| Sebastian | R | s |

Task Reporting (Briefly list what each team member did in the last week/since the last meeting if < 1 week.*)

Name (1): Ahmed

- Focus on game mechanics
- Implement directional use cases for trucks avoiding obstacles
- Introduce machinery for tasks like holding objects and shaping bricks
- Game mechanics for cutting materials
- Building construction: managing resources like bricks (if player ask for more, they could lose money)
- Opportunity to buy more trucks when resources and money are sufficient
- Market trading system (customers coming in and out and ability to accept the order or decline)
- Add variety, different scenarios like encountering a street food seller, dialogue with business owners about recycling materials and plastics
- Each player controls two characters, with some mechanics visible only to one side

Name (2): Ignacio

- Made an indepth research of plastic bricks
- Contributed a lot in researching about advantages and disadvantages upon the topic
- Discussed product sales and post sale operation
- Selling products and not worrying about post-sale consequences
- Shipping container logistics in game
- Game aspects of buying factories and hiring people with budgets
- Players rarely see the product manufacturing process, but the game will require them to manage both sides

Name (3): Htoo Myat Naing

- Made a demo menu screen and researched about JavFX, LibGDX
- Implementation of the game and the limits
- Ensure trucks line up properly and request materials like bricks
- Players navigate the board, representing different environmental challenges related to plastic waste
- Introduce strategic mechanics where players make moves according to the dice
- Incorporate the collaboration and a sense of competition
- Create set backs

Name (4): Aleeya

- Ideas on environmental sustainability and expansion
- User processes involving trash collection and waste management
- Create a high-grid board game
- Partnering with multiple companies to expand gameplay
- Automation as a key element (machines)
- Implement Ultimate features in automation, such as trash collection system that scans materials

Name (5): Serafy

- Draw the board and decide game is going have a big grid
- Considered a factory in the middle with less grid size
- Dice introduction (6 x 6)

Name (6): Sebastian

- Read us the handbook and direct the whole group in the correct path
- Players can land on blank as well as tasked grid
- Aim for educational value, really raising awareness of sustainability plastic bricks while keeping gameplay engaging and fun
- Additional features for player interaction, rewards and challenges around recycling and plastic waste management

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list what each team member will do this week/until the next meeting if < 1week.)

Name (1): Ahmed

- Will make ideas on the introduction of machinery for task like molding and shaping bricks
- Game mechanics for cutting materials
- Algorithm for market trading system

Name (2): Ignacio

- Will make game board
- Decide upon the placement of each block on the grid

Name (3): Htoo Myat Naing

- Create a menu screen
- Create a character selection screen
- Decides on how the demo would be

Name (4): Aleeya

- Research more about the game mechanics
- Research more about how we can integrate and make the user learn about the topic

Name (5): Serafy

- Make ideas upon how the factory would work

Name (6): Sebastian

- Make questions to ask Ian about the topic
- Research more on the topic

Obstacles (List briefly anything that may be blocking your progress and the possible solutions you need to investigate. Indicate 'O.K.' if there are no obstacles you are aware of.)

Name (1): Ahmed

- Elaborated how the game might not be approved by Ian
- Because of it's Cluedo like format

Name (2): Ignacio

- The game mechanics might be a bit complex, considering the Cluedo board game is free move upon dice

Name (3): Htoo Myat Naing

- Elaborated how the gamification would be a bit repetitive
- The demo would a bit complex for a game like Cluedo

Name (4): Aleeya

- The plastic bricks solution might not be that impressive
- The whole solution would be a bit expensive

Name (5): Serafy

Name (6): Sebastian

- Rules of the handbook and the path we are going is not aligning
- suggestion to make change of both topic and gamification

Date of next minutes meeting: 23/10/2024

Location of next minutes meeting: (Room No. and/or Teams): ____CSB/01/020____