# Minutes for CSC2058

# Group 1 Date of this minute: ­­­­­28/10/2024 Location: CSB Meeting room

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

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| --- | --- | --- |
| Name (printed/typed) | In room (R); On teams (T). | Signature (agreed bitmap or initials) |
| Sebastian Valdes | Room | S.V. |
| Ahmed Wisam | Room | A.W |
| Htoo Myan Naing | Room | H.M |
| Abdelmoneim Elserafy | Room | A.E |
| Aleeya Emelna | Room | A.E |
| Ignacio Carbonell | Room | I.C. |
|  |  |  |

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

Sebastian:

* Prepared an idea for the board: Classic Monopoly, it’s simple, it meets the requirements.
* Built upon Aleeya’s and Aen’s board game idea. Take over tasks and pay to complete them like actual monopoly, buying tasks (properties) and completing them (buying houses on them).
* Discuss how tasks within the game should reflect real-world solution.
* Contributed to discussion about objectives/roles of the game.
* Take notes of what is discussed during this meeting, what responsibilities we’ll have after, and what doubts come up during our discussions.

Ahmed:

* Discussed: To complete a task, does it just to resources and describe the task, or is there a minigame?
* Discussed should we include different roles to be given to players at the start of the game.
* Prepared an idea for the board: A board that includes 4 distinct section, like 4 separate boards connected to each other.
* Explained for the game: Different stats are improved through task completion. Some tasks require completing other tasks previously, or having high enough stats.
* Contributed to discussion about objectives/roles of the game.

Aen:

* Proposed an idea for the board game: Classic monopoly board.
* Explained the game: In this version, there will be different zones that all add resources for a common task.
* Including playing cards like in monopoly, with positive or negative outcomes.
* Contributed to discussion about objectives/roles of the game.
* Brainstormed ideas for “challenge cards” events that take place during the game.

Elserafy:

* Prepared an idea for the board: a Ludo style board
* Explained how the game might work following this board
* Discussed benefits and possible limitations of using this board.
* Contributed to discussion about objectives/roles of the game.

Aleeya:

* Proposed an idea for the board game: Classic monopoly board.
* Another idea, make the board a circle rather than a square.
* Explained the game: In this version, there will be environment, societal and economic tasks.
* Shared insight from previous students on how they approached creating the board game.
* Contributed to discussion about objectives/roles of the game.

Ignacio:

* Proposed an idea for the board: a board with separate paths.
* Explained the game: Each player will take a separate path based on their role
* Discussed how including roles with predefined strengths/weaknesses/tasks would be beneficial.
* Write down and contribute to the discussion on the objectives/roles of our game.
* Leading discussion on steps each role would be responsible of

\*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.)

Sebastian:

* Write down questions to ask Ian
* Research for our game:
  + Our planned tasks and objectives
  + What resources will the game have?
  + Challenge cards
* Sumbit meeting minutes to Gitlab

Ahmed:

* Will email Ian about further questions.
* Research for our game:
  + Our planned tasks and objectives
  + What resources will the game have?
  + Challenge cards
* Sumbit previous meeting minutes to Gitlab

Aen:

* Research for our game:
  + Our planned tasks and objectives
  + What resources will the game have?
  + Challenge cards
* Sumbit previous meeting minutes to Gitlab

Elserafy:

* Research for our game:
  + Our planned tasks and objectives
  + What resources will the game have?
  + Challenge cards
* Sumbit previous meeting minutes to Gitlab

Aleeya:

* Research for our game:
  + Our planned tasks and objectives
  + What resources will the game have?
  + Challenge cards
* Sumbit previous meeting minutes to Gitlab

Ignacio:

* Research for our game:
  + Our planned tasks and objectives
  + What resources will the game have?
  + Challenge cards
* Sumbit previous meeting minutes to Gitlab

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.)

Sebastian:

* Is our idea too ambitions/complex? Can we get all features in our idea done in time/at all?
  + How can the team’s idea be simplified to ensure timely submission and setting realistic expectations.

Ahmed:

* Ensuring our board game idea meets requirements adequately.
  + Ask Ian about concerns that came up during board game discussion.

Aen:

* O.K.

Elserafy:

* Ludo-style board might not be ideal as it increases the time it takes to play.
  + What elements from this idea would we want to keep for the final board?
  + Discuss with team members to choose a board that better meets our goal

Aleeya:

* Ideas suggested imply roles are pre-assigned to each player or strictly unchangeable.
  + What compromises can be made in our game’s idea to better meet requirements.

Ignacio:

* Need a clearer idea of what tasks will be included in our game.
  + What aspects of our real-life solution will be included in our game?
  + How specific will the tasks in our game be?

**Date of next minutes meeting: 31/10/2024**

**Location of next minutes meeting: (Room No. and/or Teams): McClay Library**