

# Meeting Minutes [3 June]

IAT 210 - Summer 2023 | Team 23

Weekly Meeting 1- Saturday @ 10 am | [Zoom Link](#) | Location - **Virtual**/~~In-person~~

---

**Meeting Facilitator:** Ishant | **Next Meeting's Facilitator:** Archita

## Present:

- ☐ Jaiden
- ☐ Gabe
- ☒ Ishant
- ☒ Archita
- ☒ Chenhao

## Absent:

- ☐ **Jaiden** - *Didn't Inform*
- ☐ **Gabe** - *Not in Canvas discussions or Slack group*

## Discussion Topic for **this Week**/Agenda Item:

- Introduction (School Background)
  - Ishant - 3rd Year Beedie Student
  - Archita - 2nd Year CSS (AI) Minor in Stats
  - Chenhao - Science & IAT Major
  - Jaiden - 4th year Beedie student & CompSci Minor
- Weekly Meeting Arrangement
  - In-person/Online/Hybrid - Open for Anything
  - Once/twice - Depending on the Workload
  - Date & Time - Sat 10 am
- Shared games you love to play?
  - Overwatch - FPS Type game
  - Uncharted, Minecraft, Monopoly, Snakes & Ladder
  - PubG, COD, Idle Games
- Design Software/Website Creation Knowledge?
  - Figma
  - Adobe Suite
  - Website Creation

- Generative AI models - Adobe Firefly (free), Bing DallE.2 (limited)

**Notes on **this Week's** Discussion topics:**

- Board Game Idea Generation
  - Transit - mix with a Monopoly

**Action item for **Upcoming Week****

- Brainstorm game ideas and bring a brief about them - Everyone
- Upload Meeting Minutes & Email prof - Ishant
- Look into Software to design the game - Archita
- Read previous Board Game Submission - Everyone
- **In-person Meeting - SUB Saturday 10 June - 10 am**

# Meeting Minutes [June 10, 2023]

IAT 210 - Summer 2023 | Team 23

Weekly Meeting #2 - Saturday 10 am | [Zoom Link](#) | Location - Hybrid

---

**Meeting Facilitator:** Archita Srivastava | **Next Meeting's Facilitator:** Chenhao

## Present:

- ☒ Jaiden
- ☐ Gabe
- ☒ Ishant
- ☒ Archita
- ☒ Chenhao

**Absent:** Gabe

## Discussion Topic for this meeting/Agenda Item:

1. Discuss Board Game Ideas and previous Board Game Submissions?
  - SFU Graduation (*previous submission*)
  - Space Board Game (*Deep Space XL - previous submission*)
  - Transit Tycoon (based on actual Monopoly)
  - Transit Trails (based on snakes & ladders)
  - Coquitlam Crunch: sabotage players, bears, snakes, slip from the stairs  
End goal - Reach the top
2. Weekly Meeting Arrangement Change?
  - From Once a week to Twice a week: Thursday (6:00 pm), Saturday (10:00 am)
3. Initial Steps towards the creation of the Board Game?
  - Software? Figma for Game Prototyping  
[https://www.figma.com/file/CNtSoxQn00fDwkWfAWd8O0/The-Game-of-Klyx-x-\(Community\)?type=design&node-id=58-97&t=DIULgnYcayB63pyt-0](https://www.figma.com/file/CNtSoxQn00fDwkWfAWd8O0/The-Game-of-Klyx-x-(Community)?type=design&node-id=58-97&t=DIULgnYcayB63pyt-0)
  - Game Components?
    1. Dice
    2. Stamina tokens (spend on each turn)
    3. Stamina stations (increases stamina)
    4. Obstacle Cards (bears, snakes, slips from the stairs)
  - Game Rules?
    1. Need to get the exact number on the dice to your destination

**Notes on this meeting's Discussion topics:**

- Coquitlam Crunch has been finalised for our game board (*specifics to be decided later*)
- Resources: <https://www.freepik.com/> for more appealing visuals

**Previous Meeting's Team Updates - Work in Progress/Blockers:**

- ~~1. Brainstorm game ideas and bring a brief about them - Everyone~~
- ~~2. Upload Meeting Minutes & Email prof - Ishant~~
- ~~3. Look into Software to design the game - Archita~~
- ~~4. Read previous Board Game Submission - Everyone~~
- ~~5. In-person Meeting - SUB Saturday 10 June - 10 am~~

**Action item for Upcoming Meeting**

- Brainstorm Game Components and their significance in the game - Everyone
- Think about the possible scenarios & their implications on game mechanics - Everyone
- Focus on player hurdles/sabotage techniques and game board design - Everyone
- Upload Meeting Minutes - Archita

# Meeting Minutes [June 16, 2023]

IAT 210 - Summer 2023 | Team 23

Weekly Meeting #3 - Friday 6 pm | [Zoom Link](#) | Location - Virtual

---

**Meeting Facilitator:** Chenhao | **Next Meeting's Facilitator:** Jaiden

## Present:

- ☒ Jaiden
- ☐ Gabe
- ☒ Ishant
- ☒ Archita
- ☒ Chenhao

## Absent:

Gabe

## Discussion Topic for this meeting/Agenda Item:

1. Discuss game components and their significance in the game?
  - Weather Conditions(area)
  - Player tokens: work out buff (hiker)
  - Dice
  - Events cards - Create a deck of event cards that players draw and resolve during their turns (Sabotage Cards)
  - Resource cards
  - (Energy management)
  - Gear cards
2. Weekly Meeting Arrangement Change?
  - From Twice a week to Once a week: **Saturday (10:00 am)**
3. Discuss about the possible scenarios & their implications on game mechanics?
  - For example, players can collect gear cards that provide special abilities or boosts to movement, energy management, or challenge-solving skills.
  - A player lands on a "Sabotage" spot and draws a "targeted" Sabotage Card, "Distracting Bug Bite". The player uses this on the leading competitor, who has to skip their turn to tend to their "bite". This demonstrates how Sabotage Cards can change the dynamic of the game.

4. Discuss how to focus on player hurdles/sabotage techniques and game board design?
  - In designing the game board, consider including sections of the trail that are more difficult to traverse, requiring more Stamina Tokens to advance. These "Difficult Terrain" spots can introduce a strategic component, as players will need to consider how best to conserve or regain their Stamina Tokens to overcome these challenges.
  - Players can also leverage the use of Sabotage Cards to create barriers for their opponents. For example, players can place a "Landslide" Sabotage Card on a space with a "Difficult Terrain" spot to make the obstacle even more challenging to overcome, potentially stalling their opponents and giving them an opportunity to advance.

**Notes on this meeting's Discussion topics:**

- We split into 2 groups about writing and about graphics.
- Start to fill the structure and order of the submission content.

**Previous Meeting's Team Updates - Work in Progress/Blockers:**

- ☒ ~~Brainstorm Game Components and their significance in the game — Everyone~~
- ☒ ~~Think about the possible scenarios & their implications on game mechanics — Everyone~~
- ☒ ~~Focus on player hurdles/sabotage techniques and game board design — Everyone~~
- ☒ ~~Upload Meeting Minutes — Chenhao~~

**Action item for Upcoming Meeting**

- Start doing brief writing sections and graphics sections based on what we've discussed.
- Upload Meeting Minutes - Jaiden

# Meeting Minutes [24 June]

IAT 210 - Summer 2023 | Team 23

Weekly Meeting 1- Wednesday, June 24 @ 10am | Location - **Virtual**/~~In-person~~

---

**Meeting Facilitator:** Ishant | **Next Meeting's Facilitator:** Archita

## Present:

- ☒ Jaiden
- ☐ Gabe
- ☒ Ishant
- ☒ Archita
- ☒ Chenhao

## Discussion Topic for **this Week**/Agenda Item:

- Organizing Timeline
  - [https://docs.google.com/document/d/1hHnZ2XrR21jdZA3J0s-3bdudre9Q89pN9xuTxHU6ztk/edit?usp=drive\\_link](https://docs.google.com/document/d/1hHnZ2XrR21jdZA3J0s-3bdudre9Q89pN9xuTxHU6ztk/edit?usp=drive_link)
  - Ensure every deliverable/milestone is recorded and assigned
- Board Game details
  - randomness component
    - Dice
    - Random event spots
      - Benefit to your own character
        - E.g Pre-workout gear
          - For one turn, no stamina tokens per for a roll
  - Stamina stations (somewhat)
    - If at stamina station (Conditional)
  - Terrain
    - Missing 1 turn = +1 stamina token
    - Each roll, you must use them.
    - 5 types
      - Type 1 - Flat concrete (easy)
        - 0 stamina tokens
        - Location on Game board: Starting
      - Type 2 - Gravel incline (moderate)
        - 1 stamina tokens
        - Penalty: Miss 1 turn
        - Location on Game board: Middle
      - Type 3 - Stairs steep (hard)
        - 2 stamina tokens
        - Penalty: miss 2 turn
        - Location on Game Board: Ending

- Strategy and skill component
  - Decisions on each spot
    - Choice 1: Roll your die
      - If you land on someone, you can steal their stamina token
      - A. Normal Roll
      - B. Sacrifice a stamina card to double your die roll. Do before a roll. Risk. You can only do this 3x.
    - Choice 2: Rest
      - + 1 stamina token
    - Choice 3: Use a Sabotage card + Roll
      - Use alliances
      - Obtained by landing on gear spot. Can start with them. Can boost yourself or hurt another player.
        - Sabotage another player
          - E.g. Bear Trap
            - Stops a person from rolling for a turn
          - E.g. Slow someone down
            - Divide person's dice roll by 2
      - Fixed amount of cards (Each starts with 1 or 2)
        - Maybe add sabotage card spot
  - Background narrative premise/storyworld aspect
- Game Board Documentation
  - Website
    - Start it off as a word doc, convert to website.
    - Use free options.
- Design Art ideas
  - Websites
  - Ideas from different games
  - Print-to-play, actual, or digital

#### Notes on **this Week's** Discussion topics:

- Created timeline
- Decided strategy (Roll, Rest, Sabotage)
- Decided final paper medium (Website)
- Decided game type (Digital)
- Next Meeting Minutes - Ishant

#### Action item for **Upcoming Week**

- Rule book - Archita, Ishant
- Visual Gallery - Jaiden, Bill



# Meeting Minutes [1 July]

IAT 210 - Summer 2023 | Team 23

Weekly Meeting 5- Saturday, July 1 @ 10 am | Location - ~~Virtual~~/In-person

---

**Meeting Facilitator:** Ishant | **Next Meeting's Facilitator:** Chenhao (Bill)

## Present:

- ☐ Jaiden (Informed)
- ☐ Gabe
- ☒ Ishant
- ☐ Archita (Not informed)
- ☒ ~~Chenhao (Bill)~~

## Discussion Topic for **this Week**/Agenda Item:

- Rule book
  - Discussed the rules and some more to add
- Visual Gallery
  - Looks amazing, with events cards, sabotage cards and player tokens are ready

## Notes on **this Week's** Discussion topics:

- The rule book and Event cards are ready
- Next Meeting Minutes - Chenhao (Bill)

## Action item for **Upcoming Week**

- Flow Chart and Quantitative Analysis - Ishant, Archita
- Banner - Jaiden, Bill

# Meeting Minutes [8 July]

IAT 210 - Summer 2023 | Team 23

Weekly Meeting 6- Saturday, July 8 @ 10 am | Location - **Virtual**/~~In-person~~

---

**Meeting Facilitator:** Chenhao | **Next Meeting's Facilitator:** Everyone

## Present:

- ☒ Jaiden
- ☐ Gabe
- ☒ Ishant
- ☒ Archita
- ☒ Chenhao

## Discussion Topic for **this Week**/Agenda Item:

- Flow Chart and Quantitative Analysis
- Flow Chart: Mechanism about landed on rest stop  
Mechanism about landed on a terrain  
Mechanism about cards
- Quantitative Analysis: Quantitative metrics  
Probabilities adjustment
- Banner -
  - First inclined gravel section
  - Second steep stairs section

## Notes on **this Week's** Discussion topics:

- ☒ ~~Flow Chart and Quantitative Analysis - Ishant, Archita~~
- ☒ ~~Banner - Jaiden, Bill~~

Next meeting - July 16, Sunday (In person)

## Action item for **Upcoming Week**

- Prototype - Jaiden, Bill
- Playtesting Log - Jaiden
- Game Dynamics - Bill
- Trade-offs/Dil - Ishant
- Session length - Archita
- Trailer - Jaiden, Bill