

## 5th Team Meeting Protocol | Experimental Games | 06.04.2020

### 1. Presentation of the Pitches

Agreement: Present Lars' and Moony's Concept Last.

Agreed to present concepts among Lars, Alex, Moony and Dru first and have Robert join later for the votes.

Alexander: (1) **Competing Frankenstein's Pets**: Player's build creatures from nodes that lead to emergent behaviour. They challenge the creature of the other player. The winner is the challenge for the next player. (2) **Polymorphic Tower building**: Players have different roles in constructing a tower. Communication goes by drawings and blueprints. Those are increasingly distorted until people don't have the right tools to progress. When Tower gets too unstable the game ends. (3) **Revisiting the memory**: A place gets revisited several times and depending on what areas you linger in and what you look at some areas stay sharp and clear, others fade.

Moony: (1) **Metamorphosis of trust**. Player enters game questionnaire. You're supposedly matched with another player online and have to build a custom game for the other person. You define properties of the game to either cater to the other player or do something bad to him. You play each other's level after that. However the fictive other person is always going for bad options. How will the regular player behave? Social experiment.

Dru: (1) **Morals vs. Conditioning**. You condition players to do unintuitive behaviour in the game. Later on the decisions involve moral implications. Will the player still continue to do unintuitive behaviour because they're trained to do so? (2) **One Level – Multiple Games**. You wake up in the same level and assets look the same, but your behaviour towards the objects is completely different. (3) **Different stages of a game's development**. Visit different stages of the game development.

Lars: (1) **Last words**: in a difficult action game you can leave information behind for the subsequent player. The game conveys the idea of permadeath: However if you leave helpful messages behind, you can get revived. Thus, solving the game is both a social experiment as well as a collective endeavour. (2) **Same Old Change**: Game genre connected with system time. Protagonist goes through different minigames depending on system time of your PC. Player tunes in like a TV, even though you play a game. (3) **Project W.A.O.**: Telemetry used to track player behaviour and adapts to discourage that behaviour. Destroy an AI in a digital dungeon action game. System is a living and breathing antagonist.

Moony & Lars: **Level with me**: First person shooter or platformer. Play through different iterations of the same level. Fictional Developers discuss their choices. Reflect on the dynamics of the development team, elements of development that go unnoticed by the players and finally.  
*Drus game development concept fused with this.*

Robert: (1) **Project Gotchya**: Labyrinth of rooms with different numbers of exits. Two players have to catch the other. Rooms can be rotated voluntarily. Also an AI will change some of the rooms. The outer rooms are removed after some time, so the arena decreases all the time.

## 2. Voting on the Pitches

Made several rounds of voting to determine the most liked concept:

1. Round: three votes for everyone, you can only vote on the ideas by the others.  
Lowest half of votes gets eliminated.  
Frankenstein's pet, The Tower, Revisiting a memory removed
2. Round: two votes and max one vote on own concept  
Last Words, Same Old Change removed
3. Round: one vote for favourite concept:  
Polymorphic Tower, Metamorphosis of Trust, One Level Multiple Game, Project Gotchya Removed
4. And final Round: two votes for favourites, take game with most votes:

Result: **Level with me**.

## 3. Discussion of First Pitch presentation

Agreed to keep **Level with me** as project name.

Description of the general idea: Linear progression through several iterations of the same level. People get information from "developers" and experience the gameplay of the portrayed game. We have basic shooter/jump'n'run mechanics.

Art: Use sketches as assets, communicate an Art Design change, and include unfinished works

Sound direction: Might include voice acting for the developers, free sounds + analogue recorded instruments for the music later. Include failed recordings

Technical choices: Unity as Engine

#### **4. Tasks up until First Pitch**

Developer comments ready as text each week

Set up Hacknplan tasks up until the First Pitch

#### **5. Planning of the Retrospect**

Agreed to meet at 12:00 on Wednesday for the Retrospect, after uploading the deliverables.

#### **6. Miscellaneous**

Agreed to make a new Discord Channel “Locked Files” To inform others about you’re working on. Post what you’re working on. Do it as early as possible. When you’ve finished working on something delete your message.