

# 4<sup>th</sup> Team Meeting Protocol | Experimental Games | 04.04.2020

## 1. Housekeeping

Mentioned **updates** from **Cecile**

**10 minutes** max. for **presentations**

Evaluation protocol can be ignored

**Personal documentation** should be **3 pages minimum**

**Reminded** team to use the **GitHub**

Decided to **get rid of #documents** channel on Discord

Discussed **daily scrums**

Stick to **one format** pinned on the Discord

**Post** it as **early** as possible

**Mention when** you are **not available** on that day

**Use** the **problems** sections

**Might** need to **discuss** daily scrums **again later** in the process

New **individual concept** were **not pitched**

## 2. Brainstorming

**Explained rapid brainstorming** process to team

Completed **6 sessions** of **5 minutes** each

**Reviewed** rapid brainstorming **method**

**Interesting** idea that makes **sharing** ideas **easier**

Try again with **less changes** in team constellations

Some **time** to think **in-between** would be **appreciated**

**Discussed results** together

Highlighted **interesting aspects** and removed all others

Challenge notion of **obedient players**, obedience **turns** player into the **bad** guy

**Change** game **on** a **timer** (maybe system time) with seamless transitions

Simulation of a **growing systems** (e.g. a tree)

Add **elements** that **escape human cognition**, works best in surreal settings

Protagonist's **perspective** is **subjective** (world changes except for where they look)

Game is **against** the **player**, wants to **make** them **feel stupid**

**World transforms**, need to take **photos** to **keep** elements **consistent**

**Many ideas** did **not fit** clearly into **one** of the given **categories**

**Structure** of mind map was **not optimal**

Everyone was in the **experimental mindset** already

Many **mechanics fit** into **both metamorphosis** and **experimental**

**Next time**, add **dedicated areas** where categories **overlap** frequently

### 3. How to Proceed?

Could **not** come up with a **concept** from the keywords **together**

Moony **pitched Tower concepts** again and asked for **feedback**

**Voting** is not optimal, but probably **necessary**

Idea to **ask Bernd and Odile** about ways to decide on a direction

**Designers** can come up with a **concept together** (on Sunday) and pitch it

Need to seriously **consider** whether it is **better than** the **individual concepts**

**Meet** again on **Monday, April 6<sup>th</sup>**, starting at **11:00**

Everyone pitches **1-3 individual concepts** (concepts from before can be pitched again)

**Robert** has to work but takes a break at **12:00**

Give him **high-level pitches** and **collect** his **vote**, then get back to meeting

**Decide** on concept **with a voting**

**No more postponements**

**Moony** joins **QA meeting** on **Wednesday, April 8<sup>th</sup>**

Takes over **playtesting lead**

### 4. Video Presentations

Decided on **sound only**, **no facecams** for now

**2 ways of recording:**

A) **Record** on **each team member's computer** using OBS and PowerPoint

B) **Screenshare** the presentation in a Zoom meeting and **record** the **meeting**

Will **try** out **both** and see which works best

**Potentially**, approach **A)** could cause **problems** with **Dru's computer**