

# 1<sup>st</sup> Meeting Protocol | Experimental Game Project | 30.03.2020

## 1. Retrospect on the last project

### Dru

Late delivery of assets and flawed time planning

Miscommunication about complexity of systems due to different expectations

### Alex

Game Design has not been specified until late into the development

### Moony

Scope was too high and elements had to be cut

Team member suddenly got dissatisfied without expressing criticism beforehand

### Robert

Problematic communication with co-artist, feedback was not constructive

Tasks important to the project were not prioritized properly

### Lars

Instead of giving feedback, tasks were redone by someone else

## 2. Personal interests

### Dru

Interested in: Gameplay programming

Not interested in: Shaders

### Alex

Interested in: 3D environments, hard-surface modelling, tech art (shaders, lighting)

Not interested in: Characters, animation, 2D

### Moony

Interested in: QA, UX

Not interested in: Narrative

### Robert

Interested in: Environments, hard-surface modelling and texturing, concept art

Not interested in: Characters, animation

### Lars

Interested in: System design, UX, playtesting, agile development

Not interested in: Game design documentation

### 3. Development process

#### Commitment to **agile development**

Deliver a playable build at the end of each week

Daily scrums to keep team up to date about current activities and potential problems

Could be a call or a text message in a designated Discord channel

Aim for a **small scope** and enough **time for polish**

**Alex** and **Lars** work together as the **project lead duo**

**Call Moony** twice when needed (sleep schedule is messed up)

Phone number: +491631481498

Collaborate with **another team** to assure the quality of each other's games (**QA**)

Thiago will discuss it with his team (Lena, Chad, Anastasia, Trix) on Wednesday, 01.04.2020

**Always** keep the conversation on all channels in **English**

The **whole team** is responsible for **Sound Design**

Alex will probably take care of the music

### 4. Tools to use

**GitHub** for asset synchronization

Used for the actual project folder and development assets (e.g. meeting protocols or concept art)

Someone (Dru) should read up on it and educate the team

**HacknPlan** for task management

**Discord** for textual communication

**Skype** for virtual meetings

Switch over to **Zoom** once CGL renewed their license

Using a camera is optional

### 5. What's next?



Next virtual **meeting** takes place shortly **after** the **theme** has been revealed



Until the next meeting: **List 2-3 experimental games** and briefly explain your choice