Jun 3 2023

- 11 - 12 midnight
- Online (Discord)
- Attendance:
  - George
  - Jesse
  - Jhin
  - Thomas
  - Barun
- Summary:
  - Ideas considered:
    - War survival game (Running from an invincible monster, Escaping some warzone/island, etc.)
    - Survival Game (Save the planet, Complete tasks protect population from aliens)
    - Race Game (Players have to complete certain set amount of rounds, 1st one to do so wins)
    - Coop RPG-like bank robbing game (Try to get as much money as they can without getting caught, if players mess up they get caught and lose everything)
  - Decided to go with War Survival Game
  - Posted schedules of each team member for future meetings
  - Everyone will look through all example projects done by others for the next meeting

Jun 14 2023

- 11 - 11:30pm
- Online (Discord)
- Attendance
  - George
  - Jesse
  - Thomas
  - Barun
  - Jhin
- Summary:
  - Discussed ideas:
    - Talked about what NPCs are (traders, hostile, etc.)
    - Dropping items might be too cumbersome and change it so that dropped items are discarded instead

- - - Mechanics of the truck need to be looked at again since it may not work in a board game setting
  - Decided on some roles:
    - Barun is doing the narrative
    - George and Jesse will work on the mechanics
    - Thomas and Jhin will decide on the feel of the game and the rulebook
  - Need to decide on for the future
    - Length of a game and size of the board need to be settled
    - Discuss how players die
    - Discuss scope of the game
    - Settle on mechanics

Jun 22 2023

- 11 -12:30 pm
- Online (Discord)
- Attendance:
  - George
  - Jesse
  - Jhin
  - Thomas
  - Barun
- Summary:
  - Finalized first iteration of rules
  - Future
    - George and Jesse: add a little more to first iteration mechanics and playtest
    - Thomas: Card looks and descriptions for tile cards, tile event cards
    - Jhin: Card looks and descriptions for weapons, raw materials, crafting
      - Don't focus too much on the numbers for card descriptions and focus more on the mood and feel (not "restores x health.." and more of "high quality oak…")
      - Make variants of the same card
    - Barun: Work on synopsis and narrative

Jun 25 2023

- 10-11:30pm
- Online (Discord)
- Attendance:
  - George
  - Jesse
  - Jhin

- - ○ Thomas
    - ○ Barun
  - ● Summary:
    - ○ Complete first iteration of rules
      - ■ Determined combat system (turn based)
      - ■ Crafting
      - ■ Damage values and Health values
      - ■ Probability of Events, Resources
    - ○ Future
      - ■ Flowchart
      - ■ Playtest first iteration
      - ■ Day/Night cycle
      - ■ More tiered weapons

Jul 7 2023

- ● 11-11:30pm
- ● Online (Discord)
- ● Attendance:
  - ○ George
  - ○ Jesse
  - ○ Jhin
  - ○ Thomas
  - ○ Barun
- ● Summary:
  - ○ Jhin, Thomas: Discussed and shared card designs as well as card descriptions
  - ○ Decided to use AI to generate art
  - ○ Made a list of what art we need to generate
  - ○ Discussed art style of the game
  - ○ Future:
    - ■ George: generate art for tokens such as player pieces, hunger pieces, etc.
    - ■ George: build flowchart of the game
    - ■ Jesse: generate art for tile events (blockades, snowstorms) and tiles (houses, shops)
    - ■ Jesse: create paragraph contextualizing game in terms of other games
    - ■ Thomas: generate art for resources and weapons
    - ■ Barun: continue on storyworld and narrative

Jul 12 2023

- ● 11pm - 12:30am
- ● Online (Discord)

- Attendance
  - George
  - Jesse
  - Jhin
  - Thomas
- Summary:
  - Playtest #1 (See Playtesting Log)

Jul 18 2023

- 11pm - 12am
- Online (Discord)
- Attendance
  - George
  - Jesse
  - Jhin
  - Thomas
  - Barun
- Summary:
  - Barun: completed synopsis and narrative
  - Everyone else offered feedback
  - George has decided to create game trailer
  - Jesse has decided to create world-facing website
  - Jhin and Thomas: present their draft card designs AND some cards that have already been completed
  - George and Jesse: begin working on second iteration of the rules
    - Focus on reducing scope and complexity
- Future
  - George and Jesse: complete second iteration of rules
  - Jhin and Thomas: complete all card designs using images provided
  - Barun: fix narrative problems using feedback

Jul 20 2023

- 11pm - 12:30am
- Online (Discord)
- Attendance
  - George
  - Jesse
  - Jhin
  - Thomas

- - ○ Barun
  - Summary:
    - ○ George and Jesse: completed second iteration rules
    - ○ Thomas and Jhin: complete their cards (minor fixes required)
    - ○ Barun: continue working through fixing synopsis and narrative
  - Future:
    - ○ George: work on game trailer and update flowchart
    - ○ Jesse: start working on website
    - ○ Barun, Thomas and Jhin: continue their work on art and narrative

Jul 21 2023

- 9pm-11pm
- Online (Discord)
- Attendance
  - ○ George
  - ○ Jesse
  - ○ Jhin
  - ○ Thomas
  - ○ Barun
- Summary:
  - ○ Barun: present new iteration of storyworld
  - ○ Everyone else provided more feedback towards it
  - ○ Playtest #2: see playtesting log
  - ○ Jhin and Thomas: add additional new cards based on new/updated mechanics