

Date	Notes	Outcome	Note-Taker
4/4/22	<ul style="list-style-type: none"> <li>- Opened stating that our initial documentation is finished and we have begun prototyping</li> <li>- When queried about the implementation of time travel, we stated our expected deliverables for each prototype in relation to the time travel mechanic.</li> <li>- New Age Interactive asked for a tutorial to be presented in the game; this will be implemented as prompts when being introduced to new mechanics.</li> <li>- New Age Interactive asked about our progression with sound design. After brief concern and better explanation, it was clarified that a plan was present but work had not yet started.</li> <li>- Clockwork Foundries will present a UI wireframe as requested by New Age Interactive.</li> <li>- New Age Interactive asked for the estimated length for combat; we stated this was not an area we've tested and that we expect 1-5 minutes per combat. It is recommended we get an average combat time.</li> <li>- When asked about what level of combat will be present, we explained that the combat will be at an early-mid game difficulty.</li> <li>- New Age Interactive mentioned an issue they had with the colour palette, namely the foreground and background colours being too similar. We clarified that the steampunk elements in the foreground will be steel and iron, and the background Australian earthy reds and browns.</li> <li>- When New Age Interactive asked about a 'free-play' mode, Clockwork Foundries stated that it would not be seen in the prototype.</li> <li>- New Age Interactive brought up potential issues that can arise when portraying indigenous groups and people of colour, We stated that we</li> </ul>	<p>Have a fully functional battle for the final prototype.</p> <p>Have basic battle functionality with some semblance of the time travel mechanic in the first prototype.</p> <p>Clockwork Foundries will provide New Age Interactive with a UI wireframe by 5pm 04/04/22.</p> <p>New Age Interactive will provide feedback on the UI wireframe by 12am 05/04/22.</p> <p>Have reached an estimate of combat time and game length.</p>	Jack

	will be working with Indigenous groups and elders to ensure the correct portrayal of Aboriginal and Torres Strait Islander people.		
11/4/22	<ul style="list-style-type: none"> <li>- New Age Interactive expressed concerns with the projects audio having not been mentioned, Clockwork Foundries will provide evidence of sound design by next meeting</li> <li>- New Age Interactive stated that there should be more evidence of the time travel travel mechanic in this meeting. Clockwork Foundries clarified that this will be delivered in the end product.</li> <li>- There was a discussion in which both parties agreed combat should be playable at this time; this deadline was then moved to the meeting on 26/4.</li> <li>- New Age Interactive asked for the steampunk aesthetic to be better worked into the artstyle, evidence of this is to be sent to the client.</li> <li>- The client asked for the number of vehicles that would be in the game; Clockwork Foundries stated there would be 2.</li> <li>- There was discussion of how Clockwork Foundries will deliver unique designs based around varying nationalities, this was stated as present in the game and mentioned our communications with indigenous elders.</li> <li>- Both parties went over the deliverables and concluded the meeting.</li> </ul>	<p>Playable combat by next meeting.</p> <p>Send expected playtime via email.</p> <p>Provide images of better working in the steampunk aesthetic.</p> <p>Discuss a free play mode and provide New Age Interactive with options for the mode.</p> <p>Provide work on sound design by next meeting.</p>	Hamish
26/4/22	<ul style="list-style-type: none"> <li>- We can implement a free play mode where players can try out various builds for characters</li> <li>- We were able to display deliverables</li> <li>- Discussed how time travelled will be balanced</li> <li>- Not much definition about tiles <ul style="list-style-type: none"> <li>- Size is difficult to determine</li> </ul> </li> <li>- Suggested <ul style="list-style-type: none"> <li>- Click to move</li> <li>- Can translate well from PC to mobile</li> </ul> </li> </ul>	<p>Battleship</p> <p>Email video demonstration</p> <p>A functional prototype that includes an overworld and combat.</p> <p>Evidence of UI by the end of the day.</p>	Jack & Hamish

	<ul style="list-style-type: none"> <li>- Movement is ingrained with our initiative (AP) system</li> <li>- Time in combat is questionable</li> <li>- The art can function <ul style="list-style-type: none"> <li>- Works well</li> </ul> </li> <li>- New Age Interactive were happy with the reworked steampunk art direction.</li> <li>- Clarified testing had not been started but stated a testing plan was being worked on, mentioning the user research.</li> </ul>		
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