

CLOCKWORK FOUNDRIES DEVELOPER MINUTES

Location: AIE Sydney Campus 3rd Floor

Date: 4/4/22

Time: 11:30 am

Parties: Clockwork Foundries, New Age Interactive (1 member via Teams)

Agenda items

1. Clockwork Foundries stated the initial documentation is finished and work on the prototype has begun.
2. Discussion of the time travel mechanic led to an agreement on its expected state in the finalized prototype.
3. New Age Interactive asked for implementation of a tutorial, it was agreed to be implemented as a prompt when players are introduced to new mechanics.
4. Sound design was briefly discussed, Clockwork Foundries stated that there is a plan for the games sound design, but work had not yet been started and no deliverables were made.
5. New Age Interactive asked to see a UI wireframe by the end of the workday.
6. New Age Interactive asked for an estimate of combat length, we stated that we would have an idea of combat length after testing and would further discuss this in the next meeting.
7. Clockwork Foundries stated the level of combat to be seen in the final prototype was to be early to mid game combat.
8. New Age Interactive showed concern over the color palette, namely the foreground and background buttons being too similar, this was resolved as it was clarified that the foreground elements would be steel and iron, the background elements earthy reds and browns.
9. New Age Interactive asked for a 'free-play' mode that Clockwork Foundries stated would not be seen in the prototype.
10. Representation of Indigenous groups was discussed, Clockwork Foundries stated this was to be brought to Indigenous groups and elders to ensure correct representation.

Action items	Owner(s)	Deadline	Status
Functional Battle	Clockwork Foundries	Final Prototype	In Progress
Basic Battle Functionality	Clockwork Foundries	11/4/22 (first prototype)	In Progress
UI Wireframe	Jack Fogarty	5pm 04/04/22	To be sent
Wireframe Feedback	New Age Interactive	12am 05/04/022	Received
Combat Time Estimate	Clockwork Foundries	11/4/22 Meeting	In Progress

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Date: 11/4/22

Time: 11:30 am

Parties: Clockwork Foundries (1 member Via Teams), New Age Interactive

Agenda items

1. New Age Interactive expressed concerns with the project's audio having not been mentioned, Clockwork Foundries will provide evidence of sound design by next meeting
2. New Age Interactive stated that there should be more evidence of the time travel mechanic in this meeting. Clockwork Foundries clarified that this will be delivered in the final product.
3. Both parties agreed combat should be playable at this time; this deadline was then moved to the final meeting.
4. 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
5. The client asked for the number of vehicles that would be in the game; we stated there would be 2.
6. 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.
7. Both parties went over the deliverables and concluded the meeting.

Action items	Owner(s)	Deadline	Status
Playable combat	Clockwork Foundries	Final Prototype	In Progress
Expected playtime via email	Clockwork Foundries	5pm 11/04/22	In Progress
Provide images of better working in the steampunk aesthetic	Jack Fogarty	5pm 11/04/22	To be sent
Discuss free play mode and create options	Clockwork Foundries	26/04/22 Meeting	In Progress
Provide work on sound design	Clockwork Foundries	26/4/22 Meeting	In Progress

CLOCKWORK FOUNDRIES DEVELOPER MINUTES

Location: AIE Sydney Campus 3rd Floor

Date: 26/4/22

Time: 11:30 am

Parties: Clockwork Foundries, New Age Interactive

Agenda items

1. Implement a free play mode where players can try out various builds for characters
2. We were able to display deliverables from the previous meeting
3. Discussed how time travelled will be balanced
4. New Age Interactive expressed their concerns with the clarity of tiles and the size of the tiles being difficult to determine
5. Discussed the possibility of clicking to move rather than using buttons, along with how movement is engrained in the initiative system.
6. Discussed extending the length of combat encounters
7. It was agreed that the art functions well
8. New Age Interactive we pleased with the reworked steampunk art direction
9. Clarified testing had not been started but stated a testing plan was being worked on, mentioning the user research.

Action items	Owner(s)	Deadline	Status
Battleship Feature	Clockwork Foundries	Final Prototype	Incomplete
Gameplay Demonstration via email	Clockwork Foundries	5pm 26/04/22	Completed
Functional prototype including overworld and combat	Clockwork Foundries	Final Prototype	In Progress
Evidence of functional UI	Clockwork Foundries	5pm 26/04/22	Completed