CLOCKWORK FOUDNRIES CLIENT MINUTES

Location: AIE Sydney Campus 3rd Floor

Date: 4/4/22

Time: 11:00 am

Parties: Deep Sea Union, Kelpie Games (1 member online)

Agenda items

1. Kelpie Games project documentation is complete

2. Work has begun on a swimming controller

3. No mention of sound design

4. Undecided about what wildlife they would implement when asked. Did speculate about their ability to use climate specific wildlife.

5. When asked for a technical challenge, Kelpie Games stated scope issues could arise in the final game.

6. Specified that educational resources will be accessible at any time in the 'journal' tool.

7. Deep Sea Union asked after evidence of UI, this will be provided by Kelpie Games.

8. When asked about the player's representation in-game Kelpie Games stated the player is to be hired by the government and provided with equipment.

9. Has a progression system through gear upgrades, these upgrades are to be accessible by Deep Sea Unions real life tourists.

10. The game's art-style will be low-poly.

11. Deep Sea Union raised their concerns about visual recognition of wildlife with a low-poly art style, Kelpie Games stated this would not be an issue in the final product.

12. When queried about the game's fun factor and retention Kelpie Games stated the games exploration and wildlife interaction would be key in retaining players.

Action items	Owner(s)	Deadline	Status
UI wireframe	Kelpie Games	5pm 04/04/22	In Progress
Logo and company information	Deep Sea Union	5pm 04/04/22	In Progress
Environment Interaction	Kelpie Games	11/04/22 meeting	In Progress

CLOCKWORK FOUDNRIES CLIENT MINUTES

Location: AIE Sydney Campus 3rd Floor

Date: 11/4/22

Time: 11:00 am

Parties: Deep Sea Union (1 member via teams), Kelpie Games

Agenda items

1. Kelpie Games opened with a video of their simulated fish and underwater environment. This also showed interactable objects in the environment.

2. Deep Sea union stressed the need for fish variety, the developers stated we would see evidence of this in their next prototype.

3. Kelpie Games then provided an interactive UI wireframe using Adobe XD, Deep Sea Union requested access to both the video and wireframe after the meeting.

4. Deep Sea Union asked about the project's scope which was said to be manageable, and they believe the project is very achievable after creating the initial prototype.

5. Deep Sea Union requested map size and estimated playtime by the next meeting.

6. Kelpie Games were asked how they will be doing sound design considering the underwater soundscape as a technical challenge. Kelpie Games stated this will be outsourced and added that the soundtrack will be serine and mellow.

7. Kelpie Games stated the next task they will be working on is a 'net' that they said should be in by the next meeting

Action items	Owner(s)	Deadline	Status
Access to YouTube video and Adobe XD	Kelpie Games	5pm 11/04/22	Completed
Map size and expected playtime	Kelpie Games	26/04/22 meeting	In Progress
Provide company logo	Deep Sea Union	5pm 11/04/22	Completed
Show 'Net' mechanic	Kelpie Games	26/04/22 Meeting	In Progress

CLOCKWORK FOUDNRIES CLIENT MINUTES

Location: AIE Sydney Campus 3rd Floor

Date: 26/4/22

Time: 11:00 am

Parties: Deep Sea Union, Kelpie Games

Agenda items

1. Kelpie games has showcased more gameplay, new UI and sound

2. Physics needs some work

3. Game size was 800x1200 meters with plans to expand, and we were provided with a 2-3 hour estimated playtime.

4. Sounds were 'outsourced' to royalty free sites

5. Most imagery will be shown in hub-world

6. Final prototype will not include all elements

7. Internal testing is being done with the current prototype being used as a base

8. There will be two different species each with different adjustable behaviors

9. Current UI assets will not be final

10. There will be more coral variants in future

11. Suggested to muffle sounds more to emulate sound cutting through water

12. Snapshot feature includes plans to save photos onto the computer but are currently textures for menus.

Action items	Owner(s)	Deadline	Status
2 unique fish species	Kelpie Games	Final Prototype	In Progress
New UI Elements	Kelpie Games	Final Prototype	In Progress
At least one stretch goal of their choice	Kelpie Games	Final Prototype	In Progress
Fix net weight	Kelpie Games	Final Prototype	In Progress