Retrospective & Kick off Meeting

Meeting Details

Organiser	Waiyaki
Date	Wednesday, 02 April 2024
Time	TBD (2h 20m - meeting length)
Location	MDH (Room TBD)
Participants	All previous Members + Interested parties

Agenda

I.	**Welcome**	⇒ → →	Opening remarks. Approve the agenda. Introductions	Facilitator: Waiyaki
II.	**Pitches**	→ → →	Recap project guidelines and project theme. Wants and desires for this project. Pitch/mind map Game Ideas	00:00 – 00:20
III.	**Discussion**	→ → →	Recap Game Ideas (check if idea was understood) Discuss possible avenues for each Idea (Likes, wishes, wants) Vote on final idea	00:20 – 01:00
	Break			15 min
IV.	**Retrospective Personal goals**	→ →	Recap personal and group goals of previous. Where these goals met / what hindered the goals and how could these hindrances be solved	01:00 – 01:40
V.	**Retrospective overall review**	→ → →	Overall satisfaction with the project during the semester and the final product I liked and I wish. Pain points / What can we learn/improve	01:40 – 02:20

Key

→	Informational
→	Discussion topic
→	Action item
⇒	Other

Pre-Meeting

Date	2.April 2024
Time	12:00 - 16:25

Attendance

@katharinabornemann	@Micha	@Ole Ortmann	@Timon
@Mohammad Sharkawi	@Waiyaki	@zhaoliang zhu	@Fabian
@Angeli Fernando	@Victor	@Ana	@Valeryia

Meeting

Action Items / Decisions

☐Talk about our next steps

☐Flesh out game concept and agree on ideas

☐figure out if we can use Confluence

use one pagers/ cards for documentation instead of long texts

programmers do the TDD

have one lead per department

shorten pre-production phase, put more time in feature production

Minutes

13:19

- Waiyaki wrote the date in his agenda wrong

- there are 4 people who want to pitch game ideas

- after: we discuss them, then we vote

2

13:27

- opening remarks from Waiyaki

- round of introducing

- project guidelines: controller

- what kind of controller are we looking at?

o standard xbox

o ps5 controller discarded because no Unreal support

- round of wishes for this project:

- Waiyaki wants to focus on Level Design

o + more task management

- Mohamad wants to focus on animation

- Victor more creature design

- Kathi more level design + ui coding potentially

- Ole wants to start working earlier

- Micha wants everyone to enjoy the project phase

- Angie wants to see anything she does implemented in the game

o shes open to try new stuff out as well

- Ana wants to start texturing

13:39

<u>Pitches</u>

Ole

- 4 person coop multiplayer

- o Lethal Company

  - have to steer the tank to fight AI enemies

  - go through levels, complete missions, proximity chat

  - you do exit the tank

  - get fun experience, people screaming at each other

  - always in first person, as if you were inside the tank

Micha

  - Micha presents project goals

- o Everyone gets to work on something they are excited about

- o emergent gameplay: give players tools so they can choose how to play

gadgets in Lethal Company that you can use but you don't have to

  - Heroes of Hammerwatch

  - Lethal Company

  - Game Loop: go out get loot, go back to the town, upgrade, go out again

  - Interesting Challenges: you draw your own map,

Miro board: Everything
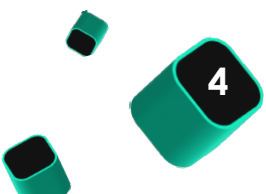
Victor

  - create your own creatures throughout the game

  - you fight each other with the creatures à in an arena

- o local multiplayer

  - you are the creature yourself

  - attributes

- o get random

- o steal from other players

- o get a berry and grow it out

  - like "Spore"

Waiyaki

- Shadow of the Colossus + Zelda boss

- you fight bosses, fighting depends on the environment

- you use the environment to win

Voting

- Micha 41 votes

- Ole 33 votes

- Victor 17 votes

- Waiyaki 28 votes

Retrospective

- what were our goals and did we meet them?

- programmers work on doing TDD

- use cards/one pagers instead of long documentation

- o we need to figure out if we can use Confluence

- reduce meeting time

- have producer team that has meetings and does planning of tasks

- have one lead per department

- shorten pre-production phase, put more time in feature production

- standup meetings? talk more about what we are feeling, not about what we are doing