# Meeting Details

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

# Agenda

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| --- | --- | --- |
| **Welcome** | * Opening remarks. * Approve the agenda. * Introductions | Facilitator: Waiyaki |
| **Pitches** | * Recap project guidelines and project theme. * Wants and desires for this project. * Pitch/mind map Game Ideas | 00:00 – 00:20 |
| **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 |
| **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 |
| **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

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| --- |
| * Informational * Discussion topic * Action item * Other |

# Pre-Meeting

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

### Attendance

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| @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

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

**Pitches**

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](https://miro.com/app/board/uXjVMRpZx3Y=/)

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