

# Agenda

## General

- Introductions: Who are you? What is your background?
- Focus: What is more important to us?
  - Enabling our community to create their own teams to make a game
  - Organising our community so we can have one main project
    - If we choose this option, how are we going to decide the basics of the game?
      - After creating teams, let each team decide things based on what their speciality is, eg the programming team will vote on which game engine we use, and which language we use, whereas the music team will vote on which software they use, and which genre of music they want. Once all teams have made their decisions, they feed back to the team coordinator
      - We monitor the concept collab thread, pick the most upvoted ideas, and put them to poll.

## CONSENSUS

For this first project we focus on one project. Keep things clear and simple as possible. After the first project is complete and we have all of the tools organized, we should be able to take on multiple projects.

- Are we going to start recruitment for teams right now, or wait till the subreddit is organised, and then start recruitment?
  - Momma suggests we do a call for talent at each stage of development. For example, before we close voting on concepts we can do a call for game designers. We have them all gather in one place (could be a thread or a forum). When the concept is chosen, we give that information to the designers. We can then let them decide what method works best for them to complete the design. They can choose whether to work together on one design, or separate designs and choose the best at the end. Either way it should be up to them. (unless they get into a stalemate then we can step in). The same goes for each stage of the game. When the design is finished, we do a call for artists and writers, and it continues for each stage.

## CONSENSUS

Development will focus on the Weekly objective. We will do a call for talent at each stage of development for that objective. The previous stage will be known to all, so some groups (such as art or music) can participate in discussion while the design is being worked on. But no art will be chosen until that stage of the project. The deciding process should be determined by that team. The team leads will handle management of the objective for their particular task. Implementation is still under discussion.

- FUNDS! Right now we're very much running off of what we've got (which, thanks to all our users, is a lot) But what if we decide on an engine that not that many people have? Will we put all the work onto those few people that do/raise money for the ones who don't/etc.?

## CONSENSUS

Project one will be bootstrap (\$0 budget). We will not actively raise monies for game development at this point.

- Advertisement: Do we want to advertise this sub on other subs? If so, how are we going to sell ourselves, and who will be responsible for writing the ad and posting it? We'll also need to compile a list of subreddits we want to advertise on.

## CONSENSUS

We will not seek paid adverts at this point, but heavily cross-post and other methods of getting attention to the thread.

We are going to ask the community for loads of money then run off to our favorite island and have drinks on the beach.

- Instead of disabling contest mode, should we announce what the highest-voted concept is? The primary concern driving this is that some members may be discouraged by finding their ideas heavily downvoted.

## CONSENSUS

We all agree. We will announce the top voted concept without revealing the votes. Mods should prepare to answer complaints on transparency.

- Project Title as a tag for posts to help people know where to look! Especially when working on multiple games in the future.

## CONSENSUS

We agree this should be implemented as soon as a project has a title. We can use Jeden for the first “project name” while in development, but we can have folks vote on a new “game title” at the end. It may be a good idea to tag project work to distinguish from other discussion threads.

- Titles aren't a thing to worry about right now but in the future they really should be a fun voting process for the what the title should be at the END of the whole game creation process. It could be a nice little fun bow to put at the end for the community to have fun in

## CONSENSUS

This is a good idea, and would be another fun way to get the community involved.

### Sub-Reddit/Community

- Are we going to use Google Docs, a wiki, GitHub, or a combination to store all information?

## CONSENSUS

Mod work will be done in GitHub, with a google doc here and there for immediate collaboration.

Community stuff we are still deciding on.

- Are we going to utilize the forum that lolmobile set up?

## CONSENSUS

Forum is going away. Instead lolmobile will build a tool to manage users/talent.

- Let's review the [application form](#) that illspeakmymind has set up for us.

## CONSENSUS

We are still undecided. More discussion is needed. We are leaning toward using it, so we can easily import the data into lolmobile's tool, but some tweaking is needed so it does not feel like an interview. Hydrothermal and izPanda will be making a second version of the form to be more inclusive and welcoming.

- Getting people involved! Right now we have a big community, but not a lot of comments or discussions. Most people post new threads instead of just building on ones already created, leading to 20ish comments a thread.

## CONSENSUS

Keep the big threads broad and active to encourage users to comment instead of making new threads. Notify users that we will be selecting a concept tomorrow (21/02/2014) to keep interest high.

- Is the Sub a bit too complicated? Maybe making it a bit more user friendly? I know that everything is clearly labeled and if you read the posts it's obvious, but with 900+ users we might be giving people the benefit of the doubt. Personally for me (idiotbreath) it was definitely a lot to take in at first (multiple official discussion threads) and some users might be turned off by it. This might be why the comments are a tad low cause newcomers might not know where to go to give their input on certain ideas.

## CONSENSUS

We are skipping this for now? I think so, we've already touched on it plus I don't wanna be here all night aha.

- Later on, contests? Competitions? Two teams making games? Definitely not anytime soon, but something to talk about.

## CONSENSUS

This is great, but we'll considering is later.

- What are we going to do with the departments (Art/Music/Whatever) when it's not their

“Week”? How can we make sure people don't lose steam while waiting to do something?  
This might be up to the department heads individually but definitely stuff to keep everyone going.

## CONSENSUS

At the beginning of every week we should have ONE post with every lead having a bit to say about what their department will be doing. Everyone can read that then head back to their own respective threads with their Lead to begin work.

We will recruit izPanda maybe, at least invite >>>him<<</her to the meeting tonight.

### Gameplay (Genre, Perspective, Combat System ect.)

- Are we going to have a 'Gameplay Team', or is this something that everyone in the subreddit has an equal say on?

## CONSENSUS

/u/idiotbreath is the Design Team Lead. Gameplay is in the realm of the design team.

### Programming

- What language and engine will we be using?

## CONSENSUS

All technology will be decided by the tech team after concept and design is complete.

### Art

- Should Art be an all encompassing department or should there be a 3D Art Lead/Characters/Map Layout/Etc.
- What style of art will we be using?
  - Will we be doing mixed styles, or will we try to keep the art consistent?

## CONSENSUS

Should be determined by the Art Team

## Music

- Who is the Music team lead?

### CONSENSUS

We WCRBarker is the Music Team Lead

## Task Allocation

- At some point after the meeting, I'll create a task allocation doc, or Momma will create one on GitHub. This way everyone knows what they need to be doing.

### OTHER ISSUES:

There has been talk back and forth about adding new mods. Some feel we are fine with what we have and some want to add the new Team Leads to the mods list.

Then there is this thread:

[http://www.reddit.com/r/MakeAVideoGame/comments/1ycgws/choose\\_your\\_own\\_moderators\\_become\\_a\\_moderator/](http://www.reddit.com/r/MakeAVideoGame/comments/1ycgws/choose_your_own_moderators_become_a_moderator/)

The community obviously wants a say in who is a mod.