

IAT 210 - Group Project - Meeting Minutes

June 11, 2024

Start Time: 9:38pm

End Time: 10:16pm

Attendees:

- Ryan Milligan
- Elvin Zukic
- Erick Gunawan
- Emmanuel de Caiman
- Phuong Nguyen

Agenda

- Pick genre.
- Delegate tasks.

Genre

- **Combine Cascadia and Carcassonne. (PICKED)**
- Carcassonne base gameplay with hexagons.
 - Hand of x tiles.
- Put features on tiles for more points.
- Point based.
- Resources?

Theme

- **Space Stations/Sci-Fi (PICKED)**
 - Cities = Space stations.
 - Roads = Space lanes.
 - Meeples = Astronauts.
 - Additional Features:
 - Asteroids.
 - Military ships/ stations.
 - Black holes?
- Ships/ Islands (Pirates?)
 - Cities = Islands
 - Roads = Shipping lanes.
 - Meeples = Ships
 - Additional Features:
 - Whirlpools.
 - Storms.
 - Treasure Island.
 - Kraken?

- Planetary Colonisation
 - Cities = Colonies.
 - Roads = Roads.
 - Monasteries = Military Bases.
- Wild West
 - Cities = Towns.
 - Roads = Train Tracks.
 - Meeples = Cowboys.
 - Additional Features:
 - Bandit Camp.
 - Train Robbers.
 - Deputy Station.

Task Delegation

- Emmanuel
- Ryan
- Elvin
- Phuong
- Erick

Art Assets

- A large banner image showing the game board.
 - Emmanuel Ryan
- A board game trailer (search for examples on YouTube to emulate), under 3 minutes long. The video can be as simple as a TikTok style video, and doesn't need to be highly produced. Do the best you can with your team's video production skills.
 - Emmanuel Ryan
- A visual gallery of all the game components other than the main playing board (e.g. cards, dice, pieces representing players, etc.). It is ok to use generative AI platforms to produce visual elements for your board game.
 - Emmanuel Ryan

Theming

- Thematic backstory (characters, storyworld, premise of the action etc.).
 - Erick Elvin
- The game's title.
 - GROUP DISCUSSION

Game Features/ Mechanics

- A short and succinct core statement (one sentence)
 - Elvin
- A statement of your three game pillars (for example: What, How, Why), one sentence per pillar.
 - Phuong
- Flowcharts (please look ahead to the Flowchart lecture in Week 11 for an understanding of how these are made) showing the primary mechanics outlined as a logical structure tree (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page).
 - Phuong
- A description of the main game Dynamics (i.e. successful strategies that emerged). (need playtesting).
 - Elvin

QA/Playtesting

- Playtesting log: this should show what you learned during playtesting and how you revised the game based on insights gleaned (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page).
 - Erick Elvin Ryan Phuong Emmanuel
- A quantitative analysis of game balance, showing how probabilities and other design factors were used to achieve a balanced outcome (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page). For example, in play testing the game, you may have made discoveries about probabilities that had to be adjusted to make for more fair or interesting gameplay, so you can discuss intentional changes made to the quantitative aspects of the game. You can also discuss other quantitative items, such as how long a full game play takes (e.g. start to win), average time taken per turn, ranges of scores (high-to-low), probabilities for certain cards to be drawn compared to die rolls, etc. Every game will be a bit different, so the goal here is to present a quantitative profile of your game, and how you used quantitative information in your design process to make a better game.
 - Phuong Emmanuel
- A description of trade-offs and dilemmas that emerge in gameplay.
 - Erick
- A description of how long a typical play session lasts.
 - Erick

Documentation

- A short paragraph contextualising the game in terms of similar games you drew inspiration from.
 - Elvin Ryan
- The Rule Book (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page).
 - Elvin Ryan
- Group meeting log: this should show minutes and summaries of each group meeting (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page). The first page of each meeting's minutes is sufficient for this document.
 - Elvin
- The last part of the submission needs to detail exactly what each team member contributed to the project, beyond general ideas or conversation. A record needs to be produced of exactly which game deliverables were worked on by who and by approximately what percentage, in case a dispute arises as to the fair assignment of the grade to each team member (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page).
 - WILL BE WORKED ON AS A GROUP