

IAT 210 - Group Project - Meeting Minutes

July 8, 2024

Start Time: 1:30pm

End Time: 3:36pm

Attendees:

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

Agenda

- Agree on names/theming for each game element.
- Agree on the game's title.
- Settle on game mechanics.

Terminology

- Cities -> Space station -> star systems
- Roads -> Space lanes
- Meeple -> Astronaut -> Starships (needs 3D model)
- Cosmic Tokens

Working titles

- Galactic Frontier
- Galactic Realms (Picked)

New mechanics

- When you complete a Star System, you gain a Cosmic Token.
- Use Cosmic Tokens to shuffle any number of tiles in the tile-selection pool, or return a Starship to your supply.
- Use Cosmic Tokens to play Starships on any unoccupied tile/feature?
- Use Cosmic Tokens to power up Starships.
- Score excess Cosmic Tokens at the end of the game.
- Give cosmic tokens their own phase? Or allow them to be used at any time?

Removed Mechanics

- Cut Landmark Tokens.

Inspirations

- Carcassonne.
- Cascadia.
- Stellaris (visual/aesthetics/theme).

Core Statement

- Explore the stars and expand your influence.

Individual Tasks

- Elvin: Make script and voiceover for trailer and finish rulebook.
- Ryan: Finish art assets (starship, cosmic token), finish creating prototype in Tabletop Simulator so we can playtest, visual gallery, banner image, record footage for trailer, and help with website.
- Phuong: flowchart, game pillars, and analysis.
- Emmanuel: Playtesting log and analysis.
- Erick: Thematic backstory and website.

Next Meeting

- Playtest on Wednesday, July 10.