IAT 210 - Group Project - Meeting Minutes
June 5, 2024

Start Time: 9:57pm
End Time: 11:00pm

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

Agenda
- Read the assignment outline.
- Work on a prototype

Criteria
- A large banner image showing the game board
- The game's title
  - Something something Duelists?
- A short and succinct core statement (one sentence)
- 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.
  - Use tabletop simulator to prototype and film
- A short paragraph contextualising the game in terms of similar games you drew inspiration from.
  - Inspiration from TFT, MTG, Slay the Spire
- A statement of your three game pillars (for example: What, How, Why), one sentence per pillar.
- Thematic backstory (characters, storyworld, premise of the action etc.).
- 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.
  - Create a frame for cards.
  - AI generate/photoshop/take art.
  - Fill in text box.
- 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).
  - Figma.
  - LaTeX.

- 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.
- 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).
- Flowcharts (please look ahead to the Flowchart lecture in Week 11 for an understanding of how these are made) showing game 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).
- 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.
- A description of the main game Dynamics (i.e. successful strategies that emerged).
- A description of trade-offs and dilemmas that emerge in gameplay.
- A description of how long a typical play session lasts.
- 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).

Rules Changes To Card Game
- Move to a resource based system where you get +1 resource each buy phase
- Cards now in 6 piles costing from 1-6 resources.

- Resources refreshed each buy round and you can buy as many cards as you have resources.
- Once a card is bought, flip the next card of the deck face up.

Game Concepts
- Deckbuilding (most depth allowed)
  - Original Time Duelists.
  - Modified Time Duelists.
- Tile placement games (quick to build/prototype)
  - Carcassonne but with hexagonal tiles.
  - Cascadia.
  - Tile placement excavation.
- Card passing (requires solid theming)
  - Sushi Go.
  - Go Nuts for Donuts.

Core Ideals
- Simple and easy to learn.
- Fast (<1 hour).

Be prepared to decide on a game for the next meeting Tuesday June 11, 9pm.

Agenda for next meeting
- Pick genre.
- Delegate tasks.