CS221 - Group Project 05: Minutes of Meetings

Version: 1.1

Meeting Details

Reason: Basic Game Design Preparation (ideas)
Date: 11ᵗʰ October 2012
Time: 9:10 – 10:50
Location: Delphinium
Attendees: Edward, Richard, Sam, Ivan, Chris, Kit, Ollie
Apologies: Jacob (private circumstances)
Minute Taker: Sam Morrison

Matters Arising

1. With the group having looked over the project requirements, Rich proposed that the meeting will cover the game design basics – focusing on the Monster aspects.

2. Ideas from the meeting have been put together to form a simple base on how the game will go ahead – nothing adamant yet and can be changed later, if need be. Meeting the basic requirements are priority but has been agreed that adding further features in the future to add to the 'wow factor' will be done once the basic requirements are done.

3. So far, the group came up with

   - User signs up and retrieves a random monster and an amount of money (the monsters will be in a list)

   - Another list will be created for each user which will be for their friends, once they have been accepted

   - Each monster will have different attributes – Age, Health, Strength (more will be added but decided three will be enough for the time being)

   - To meet the monster dying requirements see below*

   - Each fight will have a player losing their monster (providing they lose) and earning money – if they win

   - Each fight will be a 'fight to death' - users can't run/escape the fight

   - Each monster will have it's own monetary value – which is dependant on the attributes it has. E.g. Age increases value but value will eventually be decreased once the Health gets decreased

   - Attributes may be raised through each fight won

   - Breeding will take into account random attributes rather than the best – to stop, overtime, monsters being too overpowered

   *Each monster starts with full health. After each fight, the monster's health decreases (even if the monster wins – more so if it loses) to accommodate the monsters injury requirement. Once the monster reaches a certain age (e.g. 1 day = 1 years old) it will eventually have its health reduced after a specified age (~20), eventually dying and being removed from the user.

4. Project leaders decided to focus on the basics of how the game will be played to which we can move onto coding following and trying to fit the design accordingly.

New Business

1. The group also thought about possible flaws:

    If a user loses their first fight what will happen?
    The user will be treated as a new user and will get a random monster to fight again.
    What if a user gets an overpowered monster upon sign up?
    A cap will be used to limit the starting monsters attributes.

Any Other Business

1. Ivan is unable to attend the group meeting from 10am – 11am in the future. The group have now decided to have just a one hour meeting rather than the two hour.

    The additional meeting times are now:
    - 9am – 10am (Thursday)
    - 4pm – 5pm (Friday)

Document History

Version	Date	Changes made to document	Changed by
1	11th October 2012	N/A	N/A
1.1	16th October 2012	Layout was not the same as required template	sjm16
1.2	18th October 2012	Version history was updated to document history	sjm16