

# Meeting #1

2024.02.05 — 64 minutes — Online

## Attendance:

Andrew, Daniel, Grace, Ryan, Wyman

## Purpose:

In addition to scheduling and constructing a timeline, this first meeting will focus on identifying member strengths and the subsequent delegation of tasks.

## Timeline:

- Members introduce themselves
- Discussion of skills and potential task delegations
- Discussion of overarching game themes and core mechanics
- Discussion of specific details
- Brief scheduling of future meeting times and plans

## General Notes:

- Suggested trying to incorporate an app or outside source of information to tie into the board game to break the 4th wall
  - This is a good idea, given that we have time and resources to spare
- Topics appealing for everyone; implementing major perhaps
- Themes
  - PVP and sci-fi?
  - Sports-related
- Technical
  - Board game with supplementary app
  - Team-based; more competitive
    - Might be difficult due to player minimum requirement
  - Point-based vs lives-based win conditions

## Ideas:

- Space; humans vs aliens, pvp, strategy + random, linear board movement
- Battleship type game but instead of picking coordinates to sink ships, you pick coordinates to pick a minigame to play on the opponent's coordinate area. Whoever accomplishes the most tasks on the enemy's territory wins the game. When completing a minigame task you can either gain points or receive power-up bonuses to take a peek into the enemy's territory (you have to use

strategy to determine whether getting straight up points or receiving a power-up is more beneficial).

- This game is designed to be played between two teams: criminals and legal teams. Players will determine their role through a rock-paper-scissors game. Each team will have different skills; for example, lawyers will have cross-examination skills, whereas the criminals will have deception skills. Both the teams will play simultaneously. The board where the teams play will have two sides: one for the criminals and the other side for the legal team; the team that finishes first will win the game. Along the way, the teams will complete challenges and participate in role-playing.

**Todo for next meeting:**

- Make more ideas
- Make a timeline

Next meeting is scheduled on **Monday, February 19th.**

# Meeting #2

2024.02.19 — 34 minutes — Online

## Attendance:

Andrew, Daniel, Grace, Ryan, Wyman

## Who is doing what:

**Andrew** - meeting notes and created the game idea below

**Grace** - scheduling, emailing, and management of project timeline (also created a game idea not on this document)

**Daniel** - aided with game idea and discussion

**Wyman** - scheduling, and game idea and discussion

**Ryan** - scheduling, aided with game idea and discussion

## Purpose:

To delegate tasks and finalize project ideas.

## Timeline:

- Discussion of ideas and finalizing our idea choice
- Continuation of discussion involving overarching game themes and core mechanics
- Planning and scheduling for following week

## Brief Game Conceptualization

Theme:

- Space/sci-fi

General:

- Each player is given **five** small fixed **nxn cm** pieces of paper, and **three base** papers. Using origami, each player can decide to play more “defensive” or “offensive”, as paper is divided into defense and attack paper. The goal of each player is to protect their own bases from being hit.
- *Optional: different teams get different buffs (?) ie. different amount of paper, more health etc.*

Win condition:

- Last player to have surviving bases wins

Board-map style:

- Board is split into hexagonal areas.
- Hybrid of continuous and discrete
  - Areas inside hexagonal (or whatever shaped) subareas are continuous (they do not matter).
- Certain areas of board are made for bases (bases cannot be placed right beside another player's base)

General rules:

- Player turns go by cycle (fixed rotation)

- At each turn, a player has **two actions**. Each action can be divided into:
  1. Attack (flick **one** attack paper)
  2. Defense (move **all** defense papers, can also choose to not keep in place)
  3. Combine/separate (combine or separate **two** attack papers, or **two** defense papers)
  4. *Optional: Manipulate (change shape of paper) (?)*
  5. Draw an action card
- Each player has a main base (survives **n** number of hits), and two sub bases that only survive one hit
  - *Optional: bases can perhaps respawn naturally after n rounds (?)*

Specific rules:

- **Movement:**
  - During an action, if a player chooses to attack, they can move their paper anywhere within a hexagonal subarea.
  - Each defense paper can only move 1-2 hexagonal areas per turn.
    - Defense papers **can be combined** and separated, and thus strategy can be involved when defending or attacking
    - **Movement stacks** with paper combinations (more movement if combined)
      - *Optional: If a player chooses to defend, given that a player has  $\geq 1$  defense papers, one defense paper can act as a "master" paper. This defense paper can move per dice roll number. (?); might be too complicated*
  - If a paper flies out of the map, it counts as dying
- **Collisions:**
  - If an attacking paper hits another player's attacking or defending paper, roll a dice to decide which one survives
    - Each attacking paper has a **1/6** chance of winning (you pick a number on the dice per collision)
    - Each defending paper has a **2/6** chance of winning
    - If attack or defense papers are combined, their chance of surviving also stacks
    - If a paper (or group of papers) die, they will respawn at a chosen base at the next turn

Chance: dice and cards:

- Action cards:
  - Action cards affect next action (can be during same turn if action card drawn first)
  - Some ideas:
    - Movement bonus
    - Action Bonus
    - Base regeneration
    - Negative effects on enemy players
    - Bonus papers
    - Negative effects

**Todo for next meeting:**

- Find rubric details and plan game around that
- Further finalize idea and small details

Next meeting is scheduled on **February 21st**.

## Meeting #3

2024.02.21 — 28 minutes — Online

### Attendance:

Andrew, Daniel, Grace, Ryan, Wyman

### Who is doing what:

**Andrew** - Finalize game idea, find examples of past projects

**Grace** - Finalize game idea, email/find rubric

**Daniel** - Finalize game idea, begin prototyping

**Wyman** - Finalize game idea, begin prototyping

**Ryan** - Finalize game idea, begin prototyping

### Purpose:

To finalize game ideas and begin prototyping.

To find examples of projects

To find the rubric of the project

### Timeline:

- Discussion of ideas and finalizing our ideal choice
- Discuss prototyping
- Draft game manual

### Todo for the next meeting:

- Find rubric details and plan the game around that
- Further, finalize ideas and small details
- Draft manual

The next meeting is scheduled for **February 25th**.

# Meeting #4

2024.02.25 — 15 minutes — Online

## Attendance:

Andrew, Daniel, Grace, Ryan, Wyman

## Who is doing what:

**Andrew** - Ideate game mechanics

**Grace** - Ideate game mechanics

**Daniel** - Ideate game mechanics

**Wyman** - Ideate game mechanics

**Ryan** - Ideate game mechanics

## Purpose:

Plan in-person meeting for prototyping

Finish and submit exercise 3

Ideate more game mechanics

## Timeline:

- Finish exercise 3
- Ideate game mechanics

## Todo for the next meeting:

- Draft manual
- Begin prototyping

The next meeting is scheduled for **February 29th**.

## Meeting #5

2024.02.29 — ~180 minutes — in-person

### Attendance:

Andrew, Daniel, Wyman

### Who is doing what:

**Andrew** - Implement game ideas into rules

**Daniel** - Build a game prototype

**Wyman** - Implement game mechanics into rules

### Purpose:

Have a concrete understanding of the prototype

Plan to build the prototype

Create a draft of rules

### Timeline:

- Discussion about core mechanics
- Discussion about the physical version
- Draft rules

### Todo for the next meeting:

- Draft manual
- Create physical prototype

The next meeting is scheduled for **March 5th**.

# Meeting #6

2024.03.05 — 30 minutes — online

## Attendance:

Andrew, Daniel, Ryan, Grace, Wyman

## Who is doing what:

**Andrew** - Start website

**Grace** - Start game pillars and banners

**Ryan** - Start backstory

**Daniel** - Start game manual

**Wyman** - Start website

## Purpose:

Delegate tasks

Create a timeline

## Timeline:

- Discussion about tasks

## Todo for the next meeting:

- Backstory
- Website
- Game pillars
- Banner
- Delegate other tasks (quantitative analysis)

The next meeting is scheduled for **March 12th**.



# Meeting #7

2024.03.12 — 30 minutes — online

## Attendance:

Andrew, Daniel, Ryan, Grace, Wyman

## Who is doing what:

**Andrew** - edit the game manual

**Grace**- Continue prototyping, email prof about questions

**Ryan**- edit backstory

**Daniel** - Continue Prototyping

**Wyman** - Add content to the website

## Purpose:

Continue and assign new tasks

Progress update for group members

## Timeline:

- Discussion about new tasks
- Discussion of progress
- Questions about the project for the professor

## Todo for the next meeting:

- Delegate other tasks
- Progress update on assigned tasks

The next meeting is scheduled for **March 16th**.

# Meeting #8

2024.03.20 — 45 minutes — online

## Attendance:

Andrew, Daniel, Ryan, Grace, Wyman

## Who is doing what:

**Andrew** - Game video

**Grace** - Game visuals

**Ryan** - Quantitative analysis, flow chart

**Daniel** - Game dynamics, play session description

**Wyman** - Add content to the website, finalize meeting logs

## Purpose:

Finish remaining tasks (quantitative analysis)

Finalize the website and make last edits before playtesting

## Timeline:

- Finish remaining tasks
- Submit project

# Meeting #9

2024.03.21 — 60 minutes — online

## Attendance:

Andrew, Ryan, Grace, Wyman

## Who is doing what:

**Andrew** - Finalizing the website

**Grace** - Working on tradeoffs

**Ryan** - Quantitative analysis, flow chart

**Daniel** - Game dynamics, play session description

**Wyman** - Add content to the website, finalize meeting logs

## Purpose:

Playtest prototype

Discussion about making the video

Finalize the website

## Discussions about playtesting and what can be improved in the game:

- Analyzing the attack and defense and recognizing that there should be more buffs and debuffs
- How players handle pressure is a big factor in designing a good game
- The game takes the right amount of time to play
- There is no trouble in moving pieces, there is a good amount of space to make keep the origami pieces
- Overall, a very successful playtest but there are some things that need to be changed

## Timeline:

- Finish remaining tasks
- Submit project
- Playtest 2 in the next meeting

# Meeting #10

2024.03.22 — 120 minutes — online

## Attendance:

Andrew, Ryan, Grace, Wyman, Daniel

## Who is doing what:

**Andrew** - Finalizing the website

**Grace** - Working on tradeoffs

**Ryan** - Quantitative analysis, flow chart

**Daniel** - Game dynamics, play session description

**Wyman** - Add content to the website, finalize meeting logs

## Purpose:

Playtest prototype

## Discussions about playtesting and what can be improved in the game:

- Need to add more action cards
- Adding color to the board to have the sci fi theme
- Edit the buffs and debuffs, making sure that they align with game dynamics
- Balanced luck and strategy as we said there was no need to roll the dice if the tower falls
- Overall, everyone had an enjoyable experience
- Everyone was satisfied with how the game worked out. The best part of the game was that there was the right amount of luck and strategy.
- To finalize, we played the game one more time and everyone had a good experience

## Timeline:

- Finish remaining tasks
- Submit project
- Playtest 2 in the next meeting