**Meeting Minutes – L6 Group 1 (Sept-Dec)**

**20th Sept 2016**

* Group meeting:
* Setting was decided to be the MC house where the house will show how far you are progressing.
* **We need to decide on something big to hook the player at the beginning of the game**
* Reverse narrative structure was decided for the story
* MC will have amnesia which we need to decide whether it was self-inflicted or not as this would affect the story
* Game will have five main stages which shows the progress of the game

**29th Sept 2016**

* Eddie’s lecture:
* We will have to present our brief and how we are looking to solve it on Wed 5th Oct.
* Agreed to focus on creating the presentation – want to look at drawing up sketches and concept art
* New idea for a mechanic in the game: players have to memorise what they see on the memories for each stage which is used later on to affect the memory.
* Level will also change periodically to show people are passing and going by in the house
* Looking at way to create replay ability
* Agreed to meet 30th Sept 2016

**30th Sept 2016**

* Group meeting:
* Looking at having some form of gating which will block certain rooms until you progress further into the game.
* MC could be a war veteran who has retired? May have some moral problems though
* 5 main stages are now 5 main memories
* Started to decide on the story:
  + Player starts at the top of stairs and falls down them
  + Player will then be looking for medication **[SCRAPPED]**
* Drew a basic layout of the house for an idea of what the house looks like and where the player will spawn during each segment.

**2nd – 3rd Oct 2016**

* Matt created the presentation and we agreed to meet on the 3rd Oct
* Ran through the presentation and agreed on which slides we will read
* Made changes to finding medication and made it so you are looking for significant items related to your wife which will trigger memories.
* Agreed to meet in the morning on the 5th Oct to go through the presentation.

**5th Oct 2016**

* Feedback from our presentation:
  + We need to focus more on what the player needs to do (what happens after 5 minutes? 1 hour? A day?)
  + We must include panic more from our brief into our game – perhaps the player being chased
  + Need to focus more on the ‘fun’ of our game. What is ‘fun’ about our game?

**7th Oct 2016**

* Had a group meeting to discuss the feedback from our presentation.
* Created a new character: The Carer for the MC which the MC is scared of and vice versa. The Carer will be used to cause more panic in our game.
* Went over fun components in our game, mainly focusing on ‘hard fun’ and ‘easy fun’.
* Agreed our game will be a one-time experience which will last an hour.
* Since Jira is down, tasks were made and emailed.
* Sorted our GitHub files so we can upload work

**10th Oct 2016**

* Went over how to commit files to GitHub and take files from it (especially to other computers)
* Decided to email the sound design student to see if he is interested in making music for our game [Responded with a yes]
* Went over tasks so far such as level layout and where props will be laid out in the room.
* Agreed to meet on Wednesday to set new tasks and look over previous ones

**12th Oct 2016**

* Met at 9am for a group meeting
* All tasks were completed in time and new tasks were set out
* Since we have to present our work next week we agreed to edit our old presentation and add anything new to it

**13th Oct 2016**

* Had a meeting at the Enterprise
* Went over what our game idea was to Heidi and was given the task to write up a plan for our tasks over the next few months

**15-16th Oct 2016**

* The scripting task for the random item spawn is now complete
* Bottom half of the house has been modelled and is game ready, rest will be made on Monday
* Presentation has been tweaked and added onto to go over on Monday

**19th Oct 2016**

**Presentation day notes:**   
- We need to slow down our presentation as we're speeding through the important details too quickly

- We need to cut down on how many words we have on each slide and replace them with diagrams and concept art to show what will be happening.

- Be more clearer as to what furniture is moving (and why it is moving - need to link the moving of furniture to the time)

- Make it clearer on the MC's anterograde amnesia as players may not even think the MC has it in our game

- More focus on what the player does, a run through of what the player will see and does

- GitHub was used to set up the next sprint.

**23th Oct 2016**

* Update on group with the tasks – no problems were risen and work is being done
* Aaron emailed to say he could not come for a meeting on the 25th so we agreed to meet before our meetings with lectures on the 26th.

**25th Oct 2016**

* **Meeting with Rob:**
  + Rob wanted us to go through our game of how it progresses, how the story will fit in to the game, and the mechanics in detail.
  + Confident we can create a game product, however the only concern is fitting the narrative
  + Need to think about what emotions we want the player to feel and why. We put down we wanted empathy but why?
* **Meeting with Eddie:**
  + Went over our presentation – Eddie said he was happy with the presentation although gave a few tips to improve:
    - Include more pictures on slides to reduce the words
    - Print off slides to hand out to lecturers
    - Read ‘Cornell Woolrich: Writing in the darkness of the world’ for more about story narrative similar to ours
* After our meetings we had our own meeting to go over tasks for next week and reflect what we need to do

**31st Oct 2016 – 1st Nov 2016**

* Check up on work via emails – Aaron said he hasn’t done much work on tasks due to being busy over the weekend and today but will try to catch up with it
* Agreed to have a meeting at 9am on the 2nd Nov before we see Dave
* Aaron said he will take one task over to the next sprint as he’ll be unable to complete it in time as put above.

**2nd Nov 2016**

* **Meeting with Dave:**
  + Need to focus more on making the mechanics fun. Nobody will play the game if the mechanics are not fun.
  + Need to make a document detailing the puzzle mechanic for the game, especially since it’s the main mechanic.
  + Less focus on getting the story narrative for now, need to build a prototype.
* Met after speaking to Dave and went over tasks for each of us.
* Matt has made a Excel spreadsheet which will hold the time each of us spend on tasks

**7th – 8th Nov 2016**

* Organised a meeting for the 8th Nov.
* Need to discuss a name for the wife character as she will be mentioned in various letters
* Need to go over the current tasks completed and any questions we have.
* Agreed to meet on Wednesday at 9am for a meeting before seeing Chris

**13th - 14th Nov 2016**

* Sent emails to each other to check on progress of work
* Set up meeting on Monday to create the presentation together
* Had to fix a previous task on the house as there were some problems with the lighting for it

**16th Nov 2016**

* **Presentation day**
  + The concept is good but we need to flush out the coin fuse box mechanic out more, especially if players can’t find any coins
  + The relation between the MC and The Carer needs to be stronger – make The Carer have more of a personality or something more interesting.
  + Need to focus on getting our models completed, specifically the cup needs improvements on the handle.
* Set up tasks for the next week.

**20th Nov 2016**

* Aaron emailed to say he hasn’t been able to do his tasks due to being ill and that he will be unable to come in on either Monday or Tuesday for a group meeting.
  + Aaron said he will take on the tasks into next week if Matt hasn’t got any time to attempt the tasks.
* Matt sent updates about how his tasks are progressing.

**22nd Nov 2016**

* Aaron confirmed he will be able to come to the meetings with Rob and Eddie tomorrow
* Matt didn’t have any time left to attempt Aaron’s tasks so they will be moved into the next sprint.