**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.