**Meeting Minutes of L6 Group 10**

**5/10/16 Meeting with Eddie, Dave and Steve**

This meeting was about going over our brief for the year, We sat down with the tutors and gave them all a copy to keep and read at their leisure.

Tutors seemed mostly happy, they could see a game idea clearly formed and agreed with polish could become a nice little project, some good praise and encouragement that with hard work and time/polish given it could go up on a website like Kongregate and do well.

These are the key points I wrote down about the meeting.   
  
Synchronising audio & graphics

Eddie brought this up and how important it was to nail it for the game to run smoothly, me and Callam both agreed and promise to practice and refine that part of our game.

Worried about boring the player

Dave brought this up, and by this he means our previous idea of having the player walk around on a quest. This has however changed as Dave suggested making the whole game on one continuous screen, fighting, rewards, shop, bosses etc. that way the action never really slows down and keeps the player’s attention.

Freesoundarchive.org

A link provided and mentioned by Eddie, in case we can’t get someone to help with the musical parts of our game he suggested to use this link, while following University standard of giving credit where needed.

Getting the flow tunnel, keeping everything polished and tight

This was the most important thing said by all, That constant polish in graphics, keeping the audio and graphics synchronised and that the player’s attention is kept through proper design. We can make it bright or cartoonist or over the top violent or we could make it funny with weird and wonderful designed enemies and bosses. Steve brought a good point to rather than make a massive game it would be better to make 1 or 2 really good polished levels, rather than over scope on a massive game for a 2 man team.

Perfect Portfolio work

Steve mentioned if we recorded the process and evolution of the game from simple concept art and rather code to the fully fleshed out game we want then it would look really good in our personal portfolio’s for employers to see and that we are capable of critical game design theory.

**19/10/2016 Presentation with Dave and Steve**

As far the presentation went, it was pretty smooth. We had a couple of notes of improvement and what was said as general comments and questions.

We did forget to mention what type of game it was which we need to remember to do right at the start of the Presentation.

The state of the prototype not being ready for demonstration was the main thing our presentation was missing and seeing we were 4 weeks into the project it was expected of us to have by now, so we agree this a top priority and aim to get this done by the next presentation. It doesn’t need to have graphics at that point as we can add that in later and make all the particle effects, smooth it over to make a high quality product.

Dave said we need to research **Mihaly csikszentmihalyi** and the flow theory-what makes a good game so both of us are going to study and research it so we can make the flow of Gameplay and difficulty as the game progresses go hand in hand smoothly.

The use and adding in the Art Style guide, more concept art and more pictures in general will be helpful in the Presentation and make life easier for us when presenting.

There is always a challenge even in the start of the game, and even though it might start out easy difficulty wise it still holds most types of fun, easy, hard and serious fun are all included.

**26/10/2016 Meeting with Chris**

During our Meeting with Chris, we told him about what was happening with our game so far. We explained about our game in detail and talked about what the player does. Chris suggested we looked at the game Frets of Fire and try to see how they do it, as our combat was described the same way Frets mechanics are used.

Chris also talked to us about using Json files for the musical elements of our game, and how we can have small samples that get coded to the a “Boss” can copy lesser minions attacks and randomly switch from the variety of attacks/code which also helps with the “Learn, Practice, Master Loop”.

We also talked about how turn order is going to be displayed clearly, so we explained we could have a big “Turn order” pop up that flicks up in the bottom middle space on the screen, it would flick between “Your Turn!/Player’s Turn!” and “Enemy’s Turn!” so it’s presented clearly for the player to see and select a move/prepare for defending accordingly.

**2/11/2016 Meeting with Dave and Rob**

Rob: We explained the game idea to Rob first and told us it has some positive comments from other tutors. Callam hasn't sent any email for the week so we were reminded just to keep that up, Meeting minutes were done but not up on GITHUB, he suggested what we can review of last week like what went Well and what went Poorly and told us to aim for around 12 hours a week on the project and around 500 odd hours in total.

Dave: Talked about how we need to make our game stick out from the crowd, novelty styles and how to get a OMFG reaction out of people. He also spoke about how to capture the audience’s attention and to look up the “Tate Modern Gallery” for inspiration.

**9/11/2016 Meeting with Eddie**

Eddie listened to us talk about the goods and bads of our presentation, but unfortunately didn’t get to review the presentation as his equipment went funny and we ran out of time. Callam talked about the Prototype and Lee talked the concept for the first enemy in the game, a cross between a Training Dummy and a Triangle (Instrument).