Meeting with Rob 12/10/16

Member Present

Rob Kurta (Lecturer)

Jay Pointer

Ashley Burton

Dalton Kirk

Agenda

Ashs Github

Discuss Brief

Discuss Ideas of game

Are we behind?

Discussion

* Brief Feedback
  + Good Idea to keep one space
  + Easy to focus on detail
* Game Idea feedback
  + Ongoing twitch mechanic
    - Multiple Twitch Techniques
* Building Tension through Resource Management
  + Cause Stress
* Twitch Mechanics
  + Tap, Hit, Swipe, Shake, Turn
* How do Mechanics work
  + Tap
    - Certain Parts of screen
    - Timing
* FOCUS ON MECHANICS
* Release of the tension
  + Stop tapping constantly
  + Hire staff?
* Release is making a task easier, stop something happening
* Timers
  + Doesn’t have to be a clock
  + Maybe how far player can travel?
  + Resources as a timer
* Going back to starting a mechanic ramping it up then easing the pressure.
* LEARN, PRACTICE MASTER LOOP
* Once mastered still making it harder
* Try something new multiple finger tapping
* Plan out Pattern of play
* Recommendation to play games
* Easing the player into a false sense of security