Minutes

Group attendance: all members present

Discussed what mechanic to use for the game and decided on what location that the game should be based on.

Tasks:

Tom interface design Wednesday

George: model Indiana Bones (clothes as well) Wednesday

Shane: designing matching mechanic Wednesday

Mechanics considered:

Seeking/Collecting fragments to repair an artefact

Digging through layers of dirt collapsing bar (turn limit)

Refills the screen (for now)

Breaking items out of rocks (chance to damage them)

Matching tiles (Turn limit/time limit)

Exploration of world

Objective list goals /score possibility

Tutorial Idea

Digging up a skeleton in location that teaches you mechanic/mechanics