Meeting Minutes

Date: 27/09/17

Time: 1pm – 4pm

**Attendees**

Courtney

Heather

Lewis

Tom

**Absentees**

None

**Purpose Of Meeting.**

To finalise three game concepts ready to pitch in October.

**Outcome Of Meeting**

The group discussed three separate game concepts ready for the impending pitch.

1. A snack game aimed at encouraging fitness. The game would be a augmented reality virtual pet simulator. The player must care for their pet by feeding and walking it. Walking the pet will take place in real life, making use of real life maps where players can find other pets and collectables. The more a player cares for their pet the more the pet will level up, and the more collectables and interactions with the pet the player can unlock. Ideally there would be some element of PvP, though this could take the form of battling the pets, or the pets preforming tricks and receiving scores on how well those tricks are performed. This game would focus on a **care for pet, fight, rewards** game loop. The player experience would focus on creating empathy for the pet, competition, mastery and progression schedules. Hard fun (possibly people fun).
2. A dungeon crawler that focuses of memory puzzles. This would incorporate spatial memory, were the player would remember where they had travelled and what direction they needed to go in. There would also be environmental puzzles as a gating technique. The player would remember a sequence, and then repeat the sequence. If successful the player can progress, if not they must try again. These puzzles could be colour, sound or object based. This game would focus on a Learn Practise Master loop and inciting fiero in the player through hard fun.
3. An action adventure game focusing on a mechanic of a lantern. The player is traversing a dark environment and uses the lantern to ward off/fight enemies and solve gating puzzles that revolve around a theme of returning the light to a dark world. Some puzzles discussed are:
   1. Refracting beams of light using mirrors to hit a specific point/create a shape
   2. Directing a shadow using a sun dial.
   3. Timing and precision puzzles (could also double as the combat to “repel” enemies)
   4. Matching the lamp/lamps and oil colours to objects/enemies in the room in the correct sequence. Scaled difficulty with multiple colours on a single object.
   5. Matching colours to specific trees/plants to make them grow in such a way that they avoid hazards (that must be burned down or incinerated with concentrated light).

This game would use the core loop of **explore, combat, puzzle, reward**. It would seek to provide an experience of curiosity, exploration, tension cycles and psychological flow. This game will focus on easy fun, and perhaps hard fun.

**Agreed Work**

The group agreed that Lewis would plan how to potentially implement the three different concepts to gauge a perspective of how complex and time consuming they would be, and to potentially see any complications ahead of time.

It was also agreed that Courtney, Heather and Tom would create some mood boards and the first draft of the presentation. They would also continue to flesh out the concepts in consult with Lewis.