**Meeting Minutes – Level 6 Group 6**

**Time**: 14th March 2018 10:00

**Place of Meeting:** A216

**Attendees:** Callum Walsh, George Flude

Charlie Crewe and Alex Polley absent

**Agenda**

* Discuss the feedback from the presentations
* Assign tasks for the rest of the week

**Topics of Discussion**

* Meeting with Rob
  + Discussed ways of adding progression into the game
  + Unlocking different rewards based on actions/time
    - Challenges, reward schedules etc
  + Visual effects
  + Animal effects
  + Animation effects
  + Rewards that send the player round the loop
  + Aesthetic effects
* These types of rewards could encourage behaviour as well as various kinds of play times and play sessions
* Chart out the progression of the rewards
  + Schedules, Contingencies
  + Loss aversion
* Tasks should reflect this
* These distinct kinds of rewards and challenges should be designed for the current game we have
* Different tabs that the player can scroll through and see what the future actions give them as rewards
* Charting the progression of the rewards needs to have purpose, or influence the behaviour of the player
* Prototypes of these rewards must be made
* After meeting with the rest of the group, the design side and the programming side should be considered
* Another meeting should take place later in the week to catch the absent members up on the events they have missed from today.

**Next meeting scheduled for Wednesday 21st March 2018**