**Group 6**

**02 February 2018**

**10:00 – 12:15**

**ATTENDEES All in attendance** (Tom Gibbs, Fraser King, Jack Massey, Daniel Marsh)

**Overall Aim of the weeks sprint: -**

To analyze existing games mechanics and identify suitable design ideas.

Once mechanic chosen, research theme. Once theme developed, prepare evidence for powerpoint presentation.

**Meeting Minutes: -**

All team members had been set the task of continued assessment and development of mechanic/design ideas.

All members succeeded in identifying appropriate mechanics and discussed any new inspirations.

After discarding the worst solutions, we were left with our best solution the brief – eventually culminating in the idea for a ‘tug of war’ styled game.

Multitude of implementations of the mechanic were drafted.

* Ways of the player immediately being able to understand the visual instruction, without excessive hand-holding.

# “"kishōtenketsu"

# "kishōtenketsu"

* + “Kishotenketsu”
* Consideration given to immersion, game will be relatively fast-paced – making repeated ‘tutorial intros’ intrusive.
  + Length of turn time
  + Length of intro
  + Length of feedback/score time at end of round
* Methods of adjusting universal difficulty / algorithm to tailor difficulty to player based on performance
  + How speed/timing will alter as game progresses
  + Multipliers for optimal performance/less optimal
* Thought given to the choice of:
  + Colours used in ‘timing’
  + Sound used as feedback for degree of success

Further research into theme of game to be done and prototype build of mechanic to be made ahead of next meeting.

**Tasks for the current week:-**

Tom Gibbs:

* Create prototypes for tug-of-war mechanic / 2h

Fraser King:

* Research theme ideas, produce evidenced moodboard / 1h

Jack Massey:

* Research theme ideas, produce evidenced moodboard / 1h

Daniel Marsh:

* Research theme ideas, produce evidenced moodboard / 1h

(Tasks are uploaded and tracked on JIRA)

Meeting arranged for 10:00 Monday 5February 2018. At meeting group will discuss own work and produce resulting powerpoint presentation.