**TEAM - 1**

**DATE OF MEETING – 13/03/2018**

**TIME OF MEETING – 9:00am**

**ATTENDEES – Alice Baker, Dumitru Liche, Jordan Carman.**

**APOLOGIES FROM – Kenneth Pirkle**

**TOPIC OF MEETING – Choosing a single, clear goal.**

We had a meeting to discuss Dave’s feedback about having a clear goal. We had three options to choose from –

1. Survival game – falling off a platform ends the game, so it doesn’t need a scoring system and a timer could be used to end the game.
2. Scoring – penalty for falling off a platform with a timer to end the game.
3. Target score – the first player to reach x amount of points wins, penalty for falling off a platform, rounds to act as a timer to end the game.

We’ve decided to work on option 3 for a few reasons. With a target score, the player has a clear goal to work towards. We’re hoping that having a clear target will make the players compete harder for the goal. We can have a penalty if the character falls off a platform rather than ending the game, such as losing x amount of points. The character would then get back on the platform and the game would carry on. (We realised it wouldn’t make sense if they game ended when the character falls off a platform, because the player controlling the character when it falls off may have the most points, which caused confusion about who won during play testing.) We’re thinking of increasing the points a player loses each time they fall off by +x amount, depending on playtest feedback. Players will then become more cautious throughout the game, increasing the tension and release. We thought that rounds would be a good alternative to a timer, so that it’s more discrete and players can compete further by winning the best of x amount of rounds. We’re hoping to give the players a choice of how many rounds they’d like to play, but at the moment we’ll stick to best of 3.

Jordan is unsure that he’ll be able to make a penalty work in our current game, so he’ll be asking his tutor Chris for help so we know if it’s possible. Otherwise he might be able to help us with an alternative.