**DMC: Sumo Digital Project – Meeting minutes**

Date of meeting: 01/05/2019

End of the sprint: 09/05/2019

Time of meeting: 10:00

Attendees: Ionut Ciobanu

***What went well?***

**Ionut:** Based on the feedback we received on the video walkthrough we’ve submitted - I have decided to add a timer to the game demo that adds to the overall pressure. I have also designed a time gating system where extra time is added for each checkpoint reached by the player. Initially, each checkpoint was worth +30 seconds.

I have also copied and added the coding Alix did for the refined controls scheme and modified the required files.

I then had about 8 individuals play test the game in a different day (feedback is under ‘feedback received’).

Based on the feedback, I have now increased the visibility of the wisps so the players can spot the mirrors easily, I have added internal illumination to the various chambers of the game so that the players can better see whilst in the larger rooms. I have added red wisps around the immovable mirrors to communicate to the player that those mirrors cannot be moved.

The time system although not much liked by the players, I have managed to make it more ‘beginner friendly’ by increasing the time limit and have now greatly increased the extra time received on checkpoints to 120 seconds each. The timer now allows for some exploration too, as the players suggested.

In order to prepare the prototype for submission I have added final touches here and there and designed and implemented a functional Main Menu with resolution options.

I have packed the game and uploaded it.

I have taken various screenshots and edited cover and banner images to represent the game on the itch.io page. Written the details, instructions and various other info on the game page.

**Alix:** *Alix helped by refining the controls scheme for the mirror as we’ve mentioned in the video walkthrough.*

***What went bad?***

I encountered a few problems whilst building (packing) the game for submission. Initially I have tried building a HTML5 (browser playable) version, yet after a few tries I realised I won’t manage to make it work in time or even at all. I have lost precious time there.

Communication was a problem as well as although we both agreed on a meeting a few days before the submission to work on the game, Alix couldn’t participate. The same happened a second time, so I had to work on the game, build it and publish it myself.

Alix: ?

***Feedback received:***

* Timer is not beginner friendly at all
* Insufficient time for a beginner
* Controls are a bit clunky at first but you 'get used to them'
* Timer UI should be more visible
* Wisps are not bright enough, so the player sometimes misses the extra mirrors

Two players said they enjoy the mechanic a lot, they think it's funny and something relatively new.

One player said the game is 'beautiful' design wise.

Another player suggested maybe the timer could start once you're past the first door, giving you time to get accustomed to the controls.

A 4th player said that the mechanic is interesting as well, you get used to the controls.

* The timer is too strict.
* There should be something that disperses light in certain rooms as the ray is simply not enough to see anything once in a larger room.

***Overall aim of the current weeks sprint:***

Submission week.

***Tasks completed at the end of the sprint:***

Ionut:

1. Come up with a timer system design plan
2. Increase the visibility or density of the wisps
3. Gather player feedback
4. Add triggers for the timer system
5. Add a Main Menu
6. Provide better illumination to the surroundings to decrease the difficulty of the demo
7. Add red wisps to the immovable mirrors down the spiral staircase
8. Readjust the time system and the time gating system for more exploration and make the game more beginner friendly
9. Copy the code for the new controls system

Alix: -

***Any other business:***

None.

Meeting Ended: 12:00

Minute taker: Ionut Ciobanu