**Meeting Minutes – George Heath-Collins, Thomas McLaren, Thomas McCarthy, Elliot Chester.**

Format: Remote discussion via Discord.

Began at 12.00

**About the Game:** We met and began discussing further concepts and ideas for games and thought about the audience these games would be most suited for, and whether we wanted to pursue them.

Of the 4 ideas we had, we have not yet fully committed to one.

Initially, we had a single player game based on Twister but would instead be played with a keyboard. The player would receive instructions from the PC screen such as ‘Left Index Finger K’, and the player would have to place their left index finger on K. This game could easily be translated to a multiplayer experience. The fun of the game would stem from the silly positions players would have to hold and players communicating with each other, jostling and utilising schadenfreude. Ultimately, we have decided not to use this idea as it seems rather limited for a full year of development.

Another concept was a game targeting GCSE science students. It would be an educational competitive memorisation game that could be used to help players learn the periodic table and how each element interacted with each other. Players would select various elements to create a compound and attempt to create a larger reaction than their partner. The problem we had with this was that once a player knew what the best combination was, they would have no reason to replay and discover other elements. To solve this, we considered instead using matching mechanics. A compound would be displayed on screen, and players would attempt to recreate that compound correctly using supplied elements (one or two of which would be a red herring). This would encourage players to utilise the entirety of the periodic table through repeated play throughs and interactions. We also considered player retention and how we could incorporate a sense of progression. To do this, we thought about a feature where players would be able to view live action videos of reactions they had unlocked previously in game. This footage would have to be collected in collaboration with the Universities science department. This idea could have real world applications in the classroom.

Another idea was pitched where 2 players would each steer a boat with a net connecting the pair of them. They would work together to capture a large fish. We thought that this game had the most potential fun in its control scheme, where players would have to awkwardly steer the boat using oars, however the game itself wouldn’t have much in the way of longevity. We considered another way of using these controls and finding a way to have players work more closely with each other. We came up with an idea of 2 players in the same boat, both with an oar, with players having to work together to steer. We applied this with the core game loop of an endless runner, having players avoiding obstacles and navigating paths to progress. We discussed different locations for a game of this nature and progression features to keep players competing. For example, while each level is endless, once a specific score is achieved, the players would gain access to a new environment/level. Players could also have to work together seamlessly to perform other more difficult manoeuvres such as both swiping up to jump or down to duck. There are various directions we could take this concept, such as implementing score attack modes, single players modes and other mechanics.

Finally, the last game concept we discussed was a competitive turn-based bidding game with a tug of war styled scoring system. Players would take on the roles of twin princes both attempting to secure the crown. They would have 10 weeks (or turns) and a limited budget to build their influence within their kingdom. Players would bid on cards which represent various members of their kingdom such as poor peasants, rich celebrities, soldiers, bards and so on. Each card would have a specific effect on the growth of the player’s influence and possibly their opponent’s. We discussed using a chain system, where repeatedly buying the influence of specific members would grant accumulative bonuses or using matching mechanics to combo cards to create bigger bonuses. After each turn, players would be able to gauge the overall score of the game through a diegetic scoring system. The princes would stand either side of the screen on stages, and the crowd of people between them would separate to each side depending on how much influence the players have. The player with the most influence would win. The main issue we have with this game is the lack of single player content.

**To Do**: We will be meeting at the common room on 27/09/2018 to discuss presentations for Monday.