Meeting Minutes

Date of Meeting : 15/10/2018

Time of Meeting : 13:28

Attendees: Thomas Mclaren, Thomas McCarthy, Elliot Chester, George Heath-Collins

**Post-mortem of previous week**

Today we presented our 3 game ideas.

We found that the structure of our presentation was great, making it clear what our game was first, and elaborating on it after, meaning that the presentation made sense the whole time.

We iterated the giant game idea to try and make it more engaging for the player and add more expandability for the future. Before, the idea was to interact with the world and watch some small people or creatures do things with those interactions. We decided that there isn’t much expandability in that idea and there is no reason for the player to want to keep playing.

The new idea is that you are hatching eggs and trying to make creatures happy by planting different types of trees. If creatures are happy, they will make gifts for you. You can then use those gifts to craft different kinds of eggs and seeds. So, the aim of our updated idea is to collect as many kinds of animals as possible. We feel that this will make the game much more engaging and will make player want to return.

Everybody completed all of their tasks for the week, however, some have not been moved into done on jira so we will have to wait until the end of the day or tomorrow for tasks to be moved to start the next sprint.

George finished his tasks early and had extra time to do more work. We realised this is because we have 12 hours of work to do a week, which is a lot to plan in 1 meeting. To fix this issue, we’ve decided to trial a new sprint method for this week. The tasks we set today will be expected on Wednesday, then we will have a jam for as long as we can, then, we will make tasks for the rest of the week to use up the remaining time of the 12 hours.

In the presentation we didn’t talk enough about the design methods we had put into our ideas and prototypes. Dave mentioned that it appears we had just taken bits and pieces we liked from other games. In future we will need to focus more on the iterations and methods we have used to get to the point we are at in the game.

Elliot made the updated prototype that was made this week was good it showed our core game loop and what the player was going to do in the updated game idea.

Tom Mclaren made and tested a paper prototype game to figure our balancing issues and what may need to be changed to make the game more fun.

Tom McCarthy created some assets that could be used in the prototype for the boat game, these included 5 3D models.

We all met and worked together to create the presentation that we did today.

**Overall Aim of the current weeks sprint**

This week we will be trying a different sprint style, this sprint will have 6 hours of work each and last until Wednesday.

Elliot will spend 6 hours updating the prototype with crafting mechanics, island selection and general tweaks and improvements.

George will spend 1 hour creating mood boards for the art style we would like to pursue for the game. He will also spend 5 hours creating new assets for use in the prototype including creatures and different trees.

Tom McCarthy will spend 6 hours deciding which different UI screens will be needed in the game, he will also mock up the journal screen that will display all of the creatures and plants that have been collected so far.

Tom Mclaren will spend 6 hours creating a variable reward schedule including all of the different rewards that the user could get and how far in the game the user will find the reward.

**Any other business**

Nobody had any other business to discuss.

Meeting Ended : 13:52

Minute Taker: Elliot Chester