Date of Meeting: 12/02/2019

Time of Meeting: 9:30

Attendees: Thomas McCarthy, Elliot Chester, George Heath-Collins and Thomas McLaren

**Item One: Post-mortem of previous sprint**

Today we had a meeting with Dave to discuss how we will improve player engagement in our game. Up until now we have struggled to find ways to create goals for players in our game meaning that we have mechanics in place, but without a goal, nobody wants to use them.

The meeting went very well and a lot of design methods that could be beneficial to our game were discussed. These are some of the design methods that we plan to research and implement.

Extrinsic motivation: This is seeing and comparing yourself or your game to others. We will include this so that players will want to play to beat their friends, however, we want out game to be non-competitive so we will have to think of ways to do this without adding any mechanics into the game while keeping the calm atmosphere we want the game to have.

Compulsion Loop: This is keeping the player anticipating the next reward to keep them engaged. We could use this to players want to continue playing the game. We are currently working on the reward system that will play partially into this however we will need to research how we should implement it to gain the most effectiveness.

Variable ratio schedule: This includes having rewards and progression given to the player at variable intervals of time or actions, this means that the player is not able to predict when they will next receive a reward or progress in the game. This can be used to increase the anticipation from the players as they will be thinking that at any point, they would receive a reward, or progress within the game. We could use this also to encourage players to continue playing.

Fixed ratio schedule: This is about giving rewards and progression to the player at fixed intervals of time or actions that the player is either able to directly see or predict. This could be useful to allow the player to know for sure when they will be levelling up or receiving items, while still retaining some of the anticipation that you would get from a variable reward schedule.

Combination explosion: This is a method of utilising each asset as much as possible. The example we talked about included having multiple base items, that you collect and mix together to create a different item. This means that we can use assets multiple times within the game. This is great for us as we only have 3 people creating art assets and the amount of time we want players to put into the game would require a huge amount of assets if we didn’t have combination explosion.

Before the meeting today we felt that we were losing direction in the project as we didn’t know how we could increase player engagement properly. Now though, we have enough knowledge of these techniques to spot them in other games so now we can research them allowing us to learn of ways we can implement them into our game.

**Tasks for this week**

Due to the timing of this meeting today we decided that it would be very hard for us to complete the whole 12 hours of work this week as we all have other commitments over the weekend. Because of this we will each get 5 hours of tasks reduced from the 9 we would have had.

By the next meeting we would like to have a clear direction that we would like to take our game including clear methods we could use to implement the different design theories into our game. We will be researching the methods we discussed today and designing the different ways we could implement them into the game.

Elliot Chester

* Implement functionality of the quest buttons - 3h
* Implement the reward system where the player must pick between 3 chests - 2h

Tom McLaren

* Research social interaction and how it has been used in the past - 3h
* Design ways to implement social interaction into the game – 2h

Tom McCarthy

* Research variable and linear schedules and how they have been used in the past - 3h
* Design ways to implement variable and linear schedules into the game – 2h

George

* Research combination explosion and how it has been used in the past - 3h
* Design ways to implement combination explosion into the game – 2h

**Meeting Ended: 11:00**

**Minute Taker: Elliot Chester**