Meeting Minutes

Date of Meeting : 24/10/2018

Time of Meeting : 10:00

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

**Post-mortem of previous sprint**

We got all of the tasks done with the exception of the Notification task, as McCarthy needs more time. As such, that task will be moved to the current sprint.

**Overall Aim of the current weeks sprint**

Our plan for this week to further work on our prototype, refining our mechanics. After some discussion and paper prototyping, we have decided to shift the focus of our game. Cuurently, there is a lack of progression and ultimately, the tasks are meaningless and tedious, and we as a group feel that we are asking our players to carry out the same tasks too much. Also, through some initial playtesting, we found that the regular introduction of seeds and eggs are not convincing enough to keep players playing.

As such, doubling done on the initial concept of nurturing, and focusing on progression, we have decided to implement a stats system which players should be able to effect during gameplay, and ultimately make their creatures better and better. We’ll also add a reason to compare creatures with other players, implementing a social competitive element to the game.

Utimately, we are deciding to scale back our game with less creatures and colours, as well as tree placement in order to tightly control player interactions and progression. This should enable us to create a game that players will engage in playing.

Tom McLaren will Create the Slime sprites, separate facial expressions for random generation for later use in the breeding mechanics (Eyes, Mouth, Horns, etc) as well as animations (blinking, frowning etc). Move backlog tasks to the Jira Backlog and update the Risk table. Create different EGGS for the Primary colours/Secondary Colours.

Tom McCarthy will finish the notification box UI, create buttons for Dropping Items, Eggs, Seeds, Crafting etc. Sapplings for the trees and creating the Title Screen.

George will create a definitive design document to unify the teams’ vision and as well as creating the STATS menu and Happiness UI. I will also design the fruit that the trees will drop.

Elliot will create the happiness value which will require fruit favouring system, constant decline of happiness (loss aversion), tying in the saturation effect as well as losing creature movement. Creating booleans to decide whether they can breed/compete. In preperation for the breeding mechanics next week.

After the game Jam, he will produce the STATS system and how it will work/level up.

**Any other business**

Thomas McCarthy will have to leave for an hour or two during today’s Jam to get a Flu Jab.

Meeting Ended : 12.22

Minute Taker: George Heath-Collins