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

Format: Group Meeting at University.

Began at 12.30

**About the Game:** We ran through our previous game ideas and brainstormed a couple of other ideas, including a rhythm based tower defence game and a team based king-of-the-hill and capture-the-flag hybrid, but both of these concepts were quickly abandoned. Eventually, we started to design a game based around survival, but with a comedic and family appropriate theme.

We came up with a game where players take on the role of a cow and must escape a farmer who wants their beef. Discussing various gameplay loops, we thought that surviving alone would be boring after a while and we needed a more focused goal. We decided that instead of saving yourself, what if you had to save other cows? Players would have to discover locations of cows, rescue them and upgrade their abilities.

At one point we considered stealth, and thought of an interactive narrative styled game where players would have to convince farmers that they were not cows by wearing hats and suppressing the urge to ‘moo’.

This brought up another question however, and that is maintaining progress after failure. As we wanted the game to appeal to a wide audience, we thought that punishing the player for failing would demoralise and lead to player abandonment. There has been a trend in the gaming industry where developers have been moving away from traditional life systems and instead just placing players to their previous positions moments before they failed, often with no penalty at all. This would help players of our game feel free to experiment with trial and error to solve in game problems.

We settled on creating a 3D game with an open but tightly controlled world. However, as we don’t know how to animate 3D objects such as character models, we thought that it could really hinder our development, especially if we had to learn new techniques. To remedy this, we decided that characters and interactable objects would be created using 2D sprites in a 3D world, creating a striking 2.5D art style.

This game idea seems to have the most potential out of our previous attempts. Should the game be achieved over the course of the year, its open structure allows additional features to be implemented and tweaked, perhaps even further using the transfuzer project.

**To Do:** We will be pitching our game loops during Monday’s lecture.