**GROUP PROJECT, GROUP 3**

**DATE: 26 September 2018**

**TIME: 10:00 – 16:30**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** PROGRAMMING LAB, ATRIUM

**Minute Taker: Tom Gibbs**

**Overall aims of the current sprint**

* Discuss team strengths, weaknesses, realistic abilities
* Use discussion to create defined project limitations
* From this create realistic project scope
* Identify mechanics / themes which work within these constraints
* Produce minimum of three game design ideas

**Meeting:**

Team began meeting with members sharing games found as part of the assigned independent research tasks. Team discussed mechanics, art style and objectives of the games, highlighting how these games remain within the constraints the established in the last meeting.

After discussing which games/game elements share our constraints, team members are confident that the current design restrictions will yield a design most appropriate for our skills.

Team realised that a common element of the games being analysed was player panic – produced when problems compound and become progressively harder when non-optimal team strategies are employed. Fitting the game loop defined in the last meeting:

**Assess problem -> communicate with team to identify best solution -> enact solution -> survive**

While other designs were also used as inspiration for the team’s design ideas produced, the team primarily focused on ideas which would allow an environment for players to experience panic as they worked together to overcome the challenge.

Team used meeting time to produce game mechanic ideas, with loose themes. Team decided the most promising ideas currently developed:

* ‘space tether’ – physics based, cooperative, movement puzzle
* ‘management’ – cooperative, resource/people/time management game
* ‘defence’ – cooperative keep monster contained/keep monster out, management and strategy game
* ‘endless runner’ – cooperative reaction game
* ‘swimming sumos’ – adversarial physics zone control game
* ‘changing states of matter’ – cooperative, puzzle
* ‘spotlight’ – cooperative reaction shooter
* ‘maze’ – cooperative/adversarial, problem solving puzzle
* ‘grapple fish’ – 2D physics, grapple move towards cooperative/adversarial game

Team began developing themes for the above ideas, doing so for the remainder of the meeting. Team was not able to produce theme designs which we felt strong enough to use as the basis for a game.

Team agreed to end meeting, using allocated task time to design and continue development of mechanics which will be discussed at the next group meeting.

Next group meeting scheduled for Thursday 27 September @ 14:00.

**Tasks for the current week:**

**Tom:**

* **Meet as a team to develop design ideas (minimum of 6 hours)**

At least 6 hours should be spent as a team to further develop ideas and ensure that the team maintain a constant understanding of each other’s perspectives. It may also be beneficial to complete elements of our individual tasks as a team.

* **Continue design idea development (2hr)**

Independently continue development of ideas from group meeting.

* **Develop design ideas (2hr)**

Independently develop new game design ideas.

* **Analyse existing games for inspiration (2hr)**

Independently assess released games to identify themes/mechanics suitable for the team constraints.

**Henry:**

* **Meet as a team to develop design ideas (minimum of 6 hours)**

At least 6 hours should be spent as a team to further develop ideas and ensure that the team maintain a constant understanding of each other’s perspectives. It may also be beneficial to complete elements of our individual tasks as a team.

* **Continue design idea development (2hr)**

Independently continue development of ideas from group meeting.

* **Develop design ideas (2hr)**

Independently develop new game design ideas.

* **Analyse existing games for inspiration (2hr)**

Independently assess released games to identify themes/mechanics suitable for the team constraints.

***Tasks not tracked on JIRA this week as board not yet available.***

***|tasks to become dramatically more specific as ideas are developed.***