**GROUP PROJECT, GROUP 3**

**DATE: 27 September 2018**

**TIME: 14:00 – 17:00**

**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 by sharing game mechanic ideas produced as part of assigned tasks.

Team made new game designs from proposed mechanics, but found that the new ideas were more suited to be additions or modification to the teams existing ideas.

The team talked through potential levels in our game designs, to determine the player gameplay experience in particular circumstances, over a level/levels, and progression through the game as a whole.

This exposed some design ideas to weaknesses. Some designs require significantly more design work (3D/2D assets) than initially expected and therefore were scrapped. Others offered players less inspiring incentive for repeat play/progression.

Team eliminated the games with significant risk associated and continued to develop the remaining ideas:

* ‘space tether’ – physics based, cooperative, movement puzzle (potentially level design/assets)
* ‘maze’ – cooperative/adversarial, problem solving puzzle (potentially level design)
* ‘management’ – cooperative, resource/people/time management game
* ‘changing states of matter’ – cooperative, puzzle (potentially level design)

Some of the 4 ideas kept still have risk associated that will need to be mitigated by the team, though the team expects risks to be manageable.

Team continued developing player actions and outcomes for the remaining ideas – using the research from the completed assigned tasks to modify mechanics and gameplay.

Team realised that this risked making mechanics too elaborate which may necessitate inclusion of a significant tutorial – potentially multiple tutorials to explain multiple mechanics. Team agreed that if mechanics cannot be made intuitive through design the inclusion of cumbersome explanations will appear more prominent than the gameplay.

Team attempted to limit level of complexity in designs, leaving only the essential mechanics needed to elicit the panicked gameplay desired.

Team decided that if there are multiple mechanics/ways of interacting that the controls should be as simple as possible (e.g. a single action button to interact with multiple activities).

Team were satisfied that the mechanics and gameplay experience of each current idea, with enough time, can be developed into a full game.

The team moved on to developing themes for each of the proposed game ideas – with the intention potential themes will repurpose some of the game mechanics by their nature.

Random word generators and team brainstorms were used as starting points to discover a theme. But the team failed to agree any themes proposed were satisfactory at this stage.

Team members agreed to continue theme development independently as part of the sprints assigned tasks and discuss outcome of task at the next meeting.

Next group meeting – which will be held as a game jam style session for theme design - scheduled for Friday 28 September @ 12:30.

**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.***