From: Amy Potter (s183169)

Sent: 14 October 2018 22:00

To: Daniel Pokladek (s184264); Alice Baker (s183609); Bethany Cowle

(s183023)

Subject: Re: Group Update - Week 3

Hi all,

Just an update to let you all know that I unfortunately won't be able to get the prototype

finished before the presentation tomorrow. I have completed all my mandatory tasks however,

and would be more than happy to work on the prototype for our third idea if we continue with

it.

-Amy

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From: Daniel Pokladek (s184264)

Sent: 14 October 2018 12:46:46

To: Amy Potter (s183169); Alice Baker (s183609); Bethany Cowle (s183023)

Subject: Re: Group Update - Week 3

Hello everyone,

Sorry for the lack of responses on my end, its been a really busy and difficult week but hopefully

it will be better from here. I have made progress on the puzzle game, as mentioned in the Jira

logs I couldn't get the networking to work properly. I might have to ask Chris to give me a hand

with this, but if he can't help me we might have to adapt this idea to single-device, or

singleplayer experience.

So far the multiplayer on the same device works great, and I should have a working puzzle

today. I will start work on the planet game, as soon as I'm done with the puzzle game.

I'm good to meet at 9am,

Daniel

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From: Amy Potter (s183169)

Sent: 13 October 2018 18:40:20

To: Alice Baker (s183609); Bethany Cowle (s183023); Daniel Pokladek (s184264)

Subject: RE: Group Update - Week 3

Hey Alice,

I’ve also added some information about LeBlanc’s Taxonomy, just mood boards and concept art to go

and my tasks will be finished. A 9am meeting on Monday sounds fine to me, see you then!

-Amy

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From: Alice Baker (s183609)

Sent: 13 October 2018 18:36

To: Amy Potter (s183169); Bethany Cowle (s183023); Daniel Pokladek (s184264)

Subject: Re: Group Update - Week 3

Thank you both, I have now finished my tasks and everything is uploaded to GitHub.

Can I request that we meet on Monday morning at 9am in the labs? I just checked the updated

timetable on Brightspace and our presentation is at 10am in A214. It would be good to practise

the presentation and finalise anything within that hour.

Dan are you doing okay? You haven't moved any tasks over and nothing is uploaded to GitHub.

Give us an update when you can please.

Thanks everyone,

Alice

P.s - I also wrote about LeBlanc's Taxonomy of Game Pleasures for statues idea, I think this

would be good to do for the planet idea if you can fit it in!

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From: Amy Potter (s183169)

Sent: 13 October 2018 14:48:02

To: Bethany Cowle (s183023); Alice Baker (s183609); Daniel Pokladek (s184264)

Subject: RE: Group Update - Week 3

Hi all,

It’s been a busy couple of days but I’m going to continue work on my market research, and hopefully get

the majority of my remaining tasks finished today. I have tried to fill out as much of the presentation as

possible with the information that I had and have attached a shortlink for the Google Slides.

https://tinyurl.com/y7rvpt7t

Hope this is okay.

-Amy

Sent from Mail for Windows 10

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From: Bethany Cowle (s183023)

Sent: 13 October 2018 14:04

To: Alice Baker (s183609); Amy Potter (s183169); Daniel Pokladek (s184264)

Subject: Re: Group Update - Week 3

Hi Alice,

I've started the moodboards and they should be done by tonight. Aside from that, my other

tasks are complete so when we get a link to the presentation I will add what I can to that. I

think referring to our last game as 'Statues' is fine for now.

Beth

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From: Alice Baker (s183609)

Sent: 13 October 2018 13:51:29

To: Amy Potter (s183169); Bethany Cowle (s183023); Daniel Pokladek (s184264)

Subject: Re: Group Update - Week 3

Hi again,

Just wanted to ask for an update from you all.

I had a few service jobs that I needed to do on my motorbike this morning that couldn't wait

any longer, but I'm now getting stuck into the mood boards for our third idea - are we alright to

refer to this one at 'statues' to make things clearer? I've completed the market research so I will

upload this to GitHub later on.

Amy, would you mind sending a link to the presentation so we can all access it in some way?

Google docs would be a good idea.

Beth, how are you getting on with mood boards?

And Dan, how are you getting on with the prototypes? As I said in my last email, don't worry

about the prototype for idea 3.

Hope you're all doing okay.

Alice

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From: Alice Baker (s183609)

Sent: 12 October 2018 09:50:19

To: Amy Potter (s183169); Bethany Cowle (s183023); Daniel Pokladek (s184264)

Subject: Group Update - Week 3

Hi everyone,

I've decided to start an email thread to help us keep our conversations professional. This email

is to update Dan and explain our progress from yesterday.

Myself, Beth and Amy had a meeting yesterday afternoon to discuss our third game idea. We've

decided on a 'red light, green light' idea, also known as 'statues', like the playground game. This

is the basic rule that I got from Wikipedia -

"Whenever the Curator turns around, the Statues must freeze in position and hold that for as long as

the Curator looks at them. The Curator can even walk around the Statues, examining them.

However, the Curator needs to be careful – whenever his back is turned, Statues are free to move."

In our version, it will be a casual, multiplayer mobile game where players have to move their

character (worm) across the screen while the curator (frog) isn't looking. Players have to stop their

worm when the frog turns to look at them. We'll be working on different skins for the game, in case

someone can think of anything better than the worm/frog idea.

I will upload/update the design document for this idea either this evening or tomorrow at the latest,

which will have a more in depth description of gameplay, market research and aesthetics. I will also

upload meeting minutes for yesterday afternoon.

Dan, as you've said you haven't had time for the prototypes, Amy said she will work on the prototype

for this third idea I've mentioned in the email. This won't be mandatory, but will be a bonus if Amy is

able to make it work in time for the presentation. The most important thing we need to focus on for

this presentation is gameplay and emotions, then prototypes will be a bonus at this stage.

Let me know if you have any questions about this email or if I've missed anything out.

Thanks!

Alice