Meeting Minutes

Date of meeting: 02/10/18

Time of meeting: 11:10am

Attendees: Bethany Cowle, Amy Potter, Alice Baker, Daniel Pokladek

Topics discussed during meeting:

* Identified core game loop for each of our ideas
* Discussed other requirements for the presentation regarding our game ideas
* Identified a target audience for each game and which features we could use to appeal to our target demographic
* Discussed a starting point for our narrative game and whether we would write our own narrative or potentially adapt a story that already exists (due to the time constraints of writing a whole narrative for the project) or use a real life experience of someone suffering with mental health issues

Feedback received:

Following the quick pitches on Monday, this is the feedback we received:

Narrative game:

* Audience research – Is there a particular audience we can appeal to based on the story/art style?
* Might be beneficial to showcase helplines/resources throughout the game based on mental health
* DSM5 (source of diagnosis) may be a resource to help us understand symptoms
* Could collaborate with a local student union of a university since a lot of students struggle with mental health issues, particularly when they first start attending
* It is important to narrow down the audience for serious games
* Potential for adapting a story that already exists so we wouldn’t need to spend time writing our own

Zodiac Game:

* Consider implementing elements of twitch into the game in order to make the game more challenging and add time pressure

Aims for the week’s sprint:

* Finalising and refining ideas for the first presentation
* Begin putting the presentation together

Meeting ended: 13:15

Minute taker: Bethany Cowle