Meeting Minutes – Group 1: Sprint 2

Date & Time: October 16, 2018 | 11:10am.

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

## Previous Week:

After receiving initial feedback from Daniel Mayers, and Dave Pimm we have decided to scrap the Novel Game as it could bring us a lot of trouble and would be too difficult to make, as it requires good writing skills. Time was another thing that would constantly be rushing us, so we have decided that writing a story would be out of our scope. We have gone out to brainstorm some new ideas for the game, but this time we have focused on the emotions first and then building up the idea and adding mechanics.

The first idea we’ve came up with, would explore the awe and wonder emotions. We have decided to make it a planet exploration/decoration game aimed at middle-aged women, where they would be able to decorate the planet with various objects in the game. I personally started working on the rough prototype for the game (showing the basic mechanics). Alice, Beth and Amy started working on the basic concept arts, mood boards and researching the audience for the new idea.

For the third idea we have chosen to try and adapt the children’s game “Statues”; in this game players would have to tap the screen to move the character across the screen while the curator isn’t looking. This was the freshest idea we’ve had; thus, it was the least developed one.

This was also the only game that we didn’t have a prototype for, as I have spent too much time trying to make the multiplayer in the co-op puzzle game work and I’ve run out of time in the end. The multiplayer component of the game has taken too much time to get working properly, and even then, it was not functioning as expected.

We’ve started putting together the presentation for the initial pitch, presenting the current three ideas we’ve had. In the end we have had 2 out of 3 prototypes working; one was missing the most important mechanic (networking), the planet one was working as intended. If I was able to manage the time better, I would’ve done the third prototype.

Alice, Beth and Amy were able to create concept arts, mood boards and target audience for all the ideas and they started working on the design part of the presentation.

On Monday’s game jam we have decided on our final idea, we have decided to go with the Planet game as we feel like it is entirely in our scope to make the game, while giving us an opportunity to explore emotions like ‘awe’ and ‘wonder’. We also feel like it’s a niche audience that we can go for.

## Overall aim of the current sprint:

1. Work with the feedback given by lecturers – now that we have had our initial pitch, we have received a lot of good feedback about the emotions, mechanics and general feedback. We can use that now, and work with it to improve our idea.
2. Further development on the Planet Game – now that we have chosen our final idea, we can put all our effort into further development of the game.
3. Research the emotions of ‘awe’ and ‘wonder’ – one of the feedbacks we’ve received, is that to keep our players engaged we can use awe and wonder but to do that we need to carry out further research into those emotions.
4. Implementing more mechanics into the game – now players are only able to plant a tree, and watch it grow for five seconds; for this week we’d like to use real time to determine how long the trees should grow for, as well as give the player ability to rotate the planet.

## Tasks List:

#### Daniel:

* 3h | Give players ability to rotate the planet in game view.
* 3h | Give players ability to move objects they have already placed.
* 2h | Game Jam (decide & develop final idea).
* 3h | Create a system, where objects grow using real system time.
* 1h | Limit player’s ability to move the camera out of bounds (BUG).

#### Bethany:

* 2h | Elaborate on the UI features seen in concept art.
* 3h | Research how to keep the player engaged in our game & how to motivate them to keep playing.
* 1h | Update the Design Document.
* 2h | Game Jam (decide & develop final idea).
* 2h | Develop ideas for assets, keep in mind the different seasons (Winter & Spring).
* 2h | Using created mood boards, create a color palette for the assets.

#### Amy:

* 2h | Research how we can create the feelings of ‘awe’ and ‘wonder’ in our game.
* 2h | Research market for our game.
* 2h | Risk Assessment.
* 2h | Task Backlog spreadsheet.
* 2h | Game Jam (decide & develop final idea).
* 1h | Develop ideas for assets, keep in mind the different seasons (Autumn).
* 1h | Using created mood boards, create a color palette for the assets.

#### Alice:

* 2h | How can we create the relaxation feeling in our game.
* 2h | Concept Art for the Journal.
* 1h | Create a collection of suitable fonts for our game.
* 2h | Game Jam (decide & develop final idea).
* 1h | Develop ideas for assets, keep in mind the different seasons (Summer)
* 1h | Using created mood boards, create a color palette for the assets.
* 1h 30m | Create animations for the butterflies.
* 1h 30m | Create animations for the trees.

(see group’s Jira active spring, for more detailed descriptions of each task)

## Any other business:

Game Jam Date & Time: October 15th, 2018 | 12:00am

Minute Taker: Daniel Pokladek