**Meeting minutes: group 6 Game Projects**

Date of meeting: 29/11/18

Attendees: Ethan

**Item one: post-mortem of This week**

***What went well?***

I had a meeting with Rob to talk about the reading I did over the last week and the ideas I had to do with the game.

I read Boss battle design and structure, which talked about how the boss battle was there to test the payer on what they had learned and to give them a sense of achievement.

As this game will have no boss, I thought on how I could adapt these principle to my game.

This game will have a “Boss” level, a hard level which will test the player on the items that have been introduced in prior levels. This level will allow them to demonstrate the mastery of those learned skills.

***Feedback received:***

The main feedback I received was that I need to have a better idea of what people are going to be playing the game, without that I have no clear idea of what needs to bee in the game.

I need to do some competition analysis to see what type of people similar games, and what those games are doing to keep players engaged.

I also need to work on these things while developing the game so I do not fall behind.

**Overall**

I have some ideas of how I can implement a learn, practice, master loop into the game to keep a steady flow of progression.

And I have some ideas of the items that could be in the game, however without the competitor analysis I cannot be certain if the players would like this.

**Item one – overall aim of the current weeks sprint (What will the product look like by the end of the sprint)**

I need to look into other similar games and see what they do

How they keep players engaged, is it effective

I need to look into other similar games to see who they are for

This will allow me to get my psychographic

I need to see what the players are saying about the games, Good, Bad etc.

I need to work on parts of the game that are not affected by the design e.g.

Making the player move with a controller

Making multiple player move with separate controllers

Picking up items

**Item Three – any other business.**

Minute taker: Ethan