**MEETING MINUTES**

01/04/2019 @ 9:30am – 10:30am

Attendees – Alice Baker & Bethany Cowle

Manager and minute taker - Alice

**Postmortem for the previous week –**

We finished all of our tasks last week and communicated effectively. We tried to arrange a playtesting session with students that hadn’t played our game before, but we found out last minute that most people couldn’t make it. We did manage to find one person available to playtest who had never played any versions of our game before, and 3 others that had tested an early version of our game, but not our finalised idea. There were a few parts of the ruleset that weren’t clear to some players so we will be adjusting this before our next playtest session. Overall, all players enjoyed the game once they were competent with the gameplay, and liked the idea of our theme.

In our game jam this morning we talked about potential artwork we could choose for final assets, as well as new question card category names. Friendship Testing will now be named “Fellowship,” Risky will be named “Morality,” Personal will be “Introspection,” and Imaginary Scenarios will be named “Otherworldly.” We’ve chosen these names to suit our ‘Judgement Day’ theme which we came up with previously in the project for another version on the game. We will be adjusting this theme to fit our final game and ask for feedback from players when testing the game.

**Overall aim of the current sprint –**

This week we will be focusing on getting the video walkthrough of our game finished, ready for submission on Wednesday. This will be done on Monday. We’ll be reviewing the playtesting session and the feedback received from last week, and getting new cards ready for more playtesting next week.

**Tasks –**

**Alice**

* [1h] Game Jam (Monday)
* [3h] Make the video presentation (Monday - Record the game rules and set-up. Trim parts of the videos to make one video ready to upload to itch.io)
* [1h] Type up playtesting feedback sheets
* [1h] Type up and print out new question cards

**Beth**

* [1h] Game Jam (Monday)
* [3h] Make the video presentation (Monday - Record the game rules and set-up. Trim parts of the videos to make one video ready to upload to itch.io)
* [1h 30m] Cut up the new question cards
* [30m] Pick out a selection of new question cards

***Any other business***

Game jam dates and times -

Monday 01/04/19 @ 9:30am – 10:30am

Monday morning - Record the first half of the video for submission on Wednesday

Monday afternoon – Edit the videos to create one video for submission