**MEETING MINUTES**

03/12/2018 @ 10am – 1pm

Attendees – Alice Baker & Bethany Cowle

Manager and minute taker - Alice

**Postmortem for the previous week -**

Feedback received – We met with Rob Kurta on Thursday last week and briefly on Monday morning this week, who was concerned that we hadn’t decided on a theme for our game and advised us to do some more analysis in more detail about our competitor games. This will help us understand what players like about these games and what they didn’t like, so it can help us improve our own games by taking mechanics that work from others, while also making our game different to what’s already available.

Last week was very successful, we managed to playtest 3 times with 3 different groups, and was able to take a video of the 3rd playtest. We had some varied feedback which was very useful to us, so we’ve been able to clearly iterate for next time. We’re starting to understand what sort of questions players enjoy and what questions they like the least, so we can develop some more questions to test. All tasks were completed and all work was uploaded.

Our current iteration – all players will be asked to close their eyes once they have received their truth or liar card, then the card master will tell the liars to open their eyes so they know who each other are. The players who are telling the truth do not know who is lying. All players will open their eyes and begin answering the questions and discussing/questioning their answers. If both of the liars get through the round without being voted for, they will both receive bonus points for not being caught out. The scoring system will now be done by using tokens – for example, if a player guesses a liar correctly, that player takes 2 of the liars’ tokens for themselves.

**Overall aim of the current sprint –**

After our game jam on Monday we will have finalised our iteration for the week so we can continue to develop our prototype for more play testing. We will also be doing further research into our competitor games and analyse what players do or don’t like about these games, to see how we can take and use mechanics to make our game unique. We’ll be producing more ‘spicy’ and ‘friendship testing’ cards as feedback has revealed that players like this category which we don’t currently have a lot of cards for. We’ll be thinking of any new possible categories that may suit our game, and if there is a chance to playtest this week we will do so.

**Tasks –**

**Alice**

* [3h] Game Jam (Monday)
* [2h] Research into competitor games with the similar demographics
* [2h] Make the presentation (Thursday)
* [30m] Practise the presentation
* [2h] Make 80 tokens for the scoring system (Tuesday)
* [1h] Create prompt cards for liars
* [1h 30m] Think of more ‘spicy’ cards
* [1h] Think of new possible categories for the question cards

**Beth**

* [3h] Game Jam (Monday)
* [2h] Research into competitor games with the similar demographics
* [2h] Make the presentation (Thursday)
* [30m] Practise the presentation
* [2h] Change the ruleset to match our new iteration
* [1h] Create prompt cards for liars
* [1h 30m] Think of more ‘friendship testing’ cards
* [1h] Think of new possible categories for the question cards

***Any other business***

Game jam dates and times -

Monday 3/12/18 @ 10am – 1pm (Discuss the playtest feedback from last week so we can finalise what we’re iterating this week)

Thursday 6/12/18 @10am (Working on the presentation then practising together)

**PLAYTEST VIDEOS –**

<https://drive.google.com/drive/folders/1k0VQLmv1UrrLZbHtdb6nf5FPPL-NU9H_?usp=sharing>