**MEETING MINUTES**

04/03/2019 @ 9:30am – 12pm

Attendees – Alice Baker & Bethany Cowle

Manager and minute taker - Alice

**Postmortem for the previous week –**

Our previous week went well, we got most of our tasks done – the only task that wasn’t worked on was by Alice to research places to get cards printed, but as this is of less priority this week, it has been pushed back into the backlog. We didn’t send any emails again because we did our tasks together and communicated verbally in person instead. We had a game jam to discuss our playtesting in the week before, to find that the bidding mechanic was unsuccessful. Players were very confused and said that there was too many mechanics in the game, so they preferred the betting iteration before. One part of the rules from the bidding iteration will be tried out in the betting iteration, where players write down their answers to the question card and place it down in the middle for everyone to see, before verbally discussing their answers. This helped everyone to remember what answers other others had given, without having to ask again and again. We spent some time picking an appropriate playtesting video to show in the presentation then edited it to be shorter, so we could explain the most important parts of the gameplay.

**Feedback received –**

We mentioned in the presentation how we’d like to emphasize a narrative component in our game, with the tutors agreed with, as well as how the scoring could have less emphasis in the game, as it currently seems to be less important to our play testers. In our meeting with Rob, we explained an idea that we had that was less about emphasizing narrative but just a different iteration to try out. He suggested trying to keep it simple, but sticking with our current iteration, but adding more of a narrative impetus instead. We want to try exaggerating our aesthetics, with a narrative mechanic might help us to do.

**Overall aim of the current sprint –**

We will be having a game jam in the morning on Monday to brainstorm possible narrative mechanics, ready to create an iteration to be play tested during the week. Alice will be updating the ruleset and Beth will be updating and printing out the playtest feedback sheets, ready for our playtest session.

**Tasks –**

**Alice**

* [3h] Game Jam (Monday)
* [2h] Playtesting
* [1h] Update the ruleset

**Beth**

* [3h] Game Jam (Monday)
* [1h] Update and print playtest feedback sheets
* [2h] Playtesting

***Any other business***

Game jam dates and times -

Monday 04/03/19 @ 9:30am – 12pm