Meeting Minutes

Date of meeting: 11/02/19

Attendees: Bethany Cowle, Alice Baker

Minute taker: Bethany Cowle

Postmortem for the previous week:

All tasks were finished this week and we communicated the progress of our tasks through email. We play tested an iteration of our game where players were rewarded for betting quicker and also for betting on people no one else had bet on yet. Players who bet on an empty player card first were rewarded with 3:1 odds if they guessed the liar successfully, whereas players who bet after that would only receive 2:1 odds for a correct guess. This worked fairly well, however, it was slightly hard to keep track of who bet first. As we had two playtesting sessions last week, we tested the first session with the rule that players couldn’t place their bets until after everyone had given their answer. This ended up being very difficult to keep track of as players were quickly throwing their tokens at the player numbers to try and be the first person to bet and score extra points which caused debate about who was actually first. In the second session, we found that the system worked better if players could bet at any point during the round, even before hearing everyone’s stories. This meant that players could ensure they were first by betting before the round ended, which was high risk but also had a potential for big rewards and it made it much clearer who bet first as not everyone would be rushing to place counters at the same time. We also decided that once players had placed their bets, they could not be changed, adding more tension and risk to the game.

Feedback Received:

This week we met with Rob and explained the playtesting we did last week and also some of our ideas for future changes. After showing our iteration we playtested last week, Rob suggested we implement a board to help players keep track of the order players bet in as although the idea worked well, players found it slightly confusing to keep track of who placed their tokens first. This board would have slots for 1st, 2nd, 3rd, etc under each player number and would indicate the odds next to the spaces so players wouldn’t have to keep referring to the rules to find out how many tokens they would gain depending on the order they bet in. Rob suggested that now we had the betting system at a good point, we should spend the next few weeks trying and changing other mechanics within the game. This could include things such as adding 1 word answer rounds, or something as risky as the option to bet before hearing anyone’s story in a ‘blind bet’, which could reward the player 6:1 odds, although this may not be suitable because it removes the purpose of the story telling.

Overall aim of the current sprint:

This week we are aiming to add extra question categories to provide the player with more choice when picking questions at the start of the round. As we don’t want the players to become overwhelmed we are only aiming to add 1-2 more categories, leaving the player with 5-6 options in total. We also talked about renaming the current categories to fit our chosen theme and provide immersion while still making it clear what the questions are about. In addition to this, we will be creating new questions to work with an idea we had surrounding the narrative aspects of the game and will be playtesting this idea in the following week to see how the game will change if the narrative aspect is different. We also plan to create the betting board this week so we can implement it into the game as we think it would be a very useful addition to fix the confusion players are having.

Tasks:

Alice:

Game Jam (3 hours)

Create betting board with odds (30 minutes)

Think of 2 more potential question categories (1 hour)

Think of scenario questions for next week’s iteration (1 hour 30 minutes)

Beth:

Game Jam (3 hours)

Update rule set (30 minutes)

Think of scenario questions for next week’s iteration (1 hour 30 minutes)

Think of 2 more potential question categories (1 hour)