Meeting Minutes

Date of meeting: 11/03/19

Time of meeting: 10:00am – 12:00pm

Attendees: Alice Baker and Bethany Cowle

Minute taker: Bethany Cowle

Postmortem of the previous week:

Most of our tasks were completed this week except for the playtesting task. This is due to the fact that we typically arrange to playtest with students at the university on Wednesday afternoons, however, many of the people we had planned to playtest with ended up not being able to due to having their group project presentations this week. We also spent our 2 hour game jam trying to think of ways we could push the narrative aspect in our game and allow for answers to be carried between rounds rather than each round being isolated. We struggled to come up with an idea that would work with the mechanics we currently have in the game as the questions aren’t really linked in any way and it was difficult to incorporate the lie and truth mechanic.

Feedback Received:

Today we had a meeting with Rob. We discussed the narrative in our game further and how we could successfully include narrative in our game. Rob suggested that we may be able to group the questions into categories based on similar elements they may contain. We realised we may need to change the wording to a lot of the questions but grouping them could be a way to make the narrative more connected between rounds to create an overarching story. Rob also suggested that instead of telling the players whether to tell the truth or lie, players could tell stories and other players would have to guess how much they were lying, on a type of scale.

Overall aim of the current week’s sprint:

We had a game jam on Monday morning to decide on a concrete narrative idea. We will need to reword cards and create a few new ones and also write up a new ruleset for the game for players to read. We will be playtesting this idea this week to see whether players enjoy storytelling and narrative being more prominent in the game. We will be collecting feedback from the playtesters to decide how to iterate our game moving forwards.

Tasks:

Alice:

* Game Jam (2 hours)
* Playtesting (3 hours)
* Create new cards (1 hour)

Beth:

* Game Jam (2 hours)
* Playtesting (3 hours)
* Update ruleset (1 hour)