Meeting Minutes Group 5

Date of meeting: 12/11/18

Time of meeting: 12:00pm – 3:00pm

Attendees: Bethany Cowle, Alice Baker

Minute taker: Bethany Cowle

Postmortem of previous week:

As we forked the previous group project last week, we had to come up with a new game idea for our project. Based on our skill set between us, we decided to create a non-digital game as this would minimise risk, we knew we were capable of doing this within the time we have left and we were unsure of our programming skills between us so we thought this would be the best option. We also decided we would like to use this opportunity to focus more on the design aspects of creating a game, rather than programming. We spent most of the week discussing ideas and playing other non-digital games for inspiration on possible mechanics we might want to include in our own game. We agreed on an idea by Friday morning and spent Friday afternoon putting together the PowerPoint for the presentation on Monday. All tasks were completed last week, however the only problem we had was that we had to come up with an idea and put together a presentation within a short amount of time, which meant that our time to build on our initial idea was limited.

Feedback received from the presentation:

* We were advised to take more risks with our game, as our current idea is ‘too safe’
* We were asked how we could differentiate our game from other similar games and concepts (e.g. our game is similar to the television programme ‘Would I Lie to You?’, in what ways is game different?)
* Playtesting will be critical with a non-digital game, and regular iteration based on playtesting feedback is important
* We need to consider the number of players for our game. Currently, we have suggested 3-6 players, but we will need to playtest this to see if 3-6 is enough as other similar social games require more than 3 players as a minimum

Overall aim of the current week’s sprint:

This week, our tasks will revolve around getting the game to a point where we can playtest the base concept and receive feedback in order to iterate the mechanics of our game within the following weeks. We want to get the game working as soon as possible because a lot of our project will be focused on making changes based on playtesting. We want to ask the players questions such as which question cards they liked/disliked, whether the rounds were too long/short and what elements of the game they liked/didn’t like and what they would like to see changed.

Tasks for the current week:

Alice Baker:

* Game Jam (Monday) – 2 hours
* Think of ideas for question cards (minimum of 10) – 2 hours
* Playtest the game and receive feedback – 3 hours
* Write the playtesting questionnaire – 1 hour
* Game Jam (Wednesday) – 2 hours 30 minutes
* Create a design document for our game – 1 hour 30 minutes

Bethany Cowle:

* Game Jam (Monday) – 2 hours
* Think of ideas for question cards (minimum of 10) – 2 hours
* Playtest the game and receive feedback – 3 hours
* Write the playtesting questionnaire – 1 hour
* Game Jam (Wednesday) – 2 hours 30 minutes
* Write a rule set for our game – 1 hour 30 minutes

Game Jams:

Monday 12/11/18 – We used this time to discuss the feedback we received from the presentation, and what changes we should make to our game based on this. We also discussed the tasks for the upcoming week.

Wednesday 14/11/18 – After playtesting, we will discuss the feedback we have received and decide how to iterate our game and move forward with the project in the following week.