Meeting Minutes

Date of meeting: 14/01/19

Time of meeting: 9.30-12

Attendees: Bethany Cowle, Alice Baker

Minute taker: Bethany Cowle

Postmortem of previous sprint:

As it is currently the Christmas holidays, we decided to set 6 hours of work last sprint instead of the usual 12. Most of the tasks were completed but 2 of the tasks were not finished (type up playtesting feedback (Alice) and update the design document (Beth)) and have been carried over into this week’s sprint. Both group members were notified in advance that these tasks may not be completed on time. We created 5 sets of our game with the intention to hand out to people to play over Christmas and following this we managed to get some playtesting of the game done over the Christmas period and have received feedback sheets which we will use to iterate the game this week.

Overall aim of the current sprint:

We are setting 6 hours of tasks again this week including a game jam, which we had after this meeting and discussed possible iterations of our game based on the feedback we received over Christmas. We have decided to add a betting/gambling mechanic, where players have 10 tokens and can bet as many tokens as they want each round on who they think is lying. Players can place tokens on multiple people, with the amount depending on how convinced they are that a player is lying. Players will score points based on how many tokens they bet on a player who ends up being the liar but will lose points for betting tokens on a player that was telling the truth. We have also decided to create a board players will move across which will be a visual way of keeping track of the player’s scores, as some players were still finding the scoring confusing.

Tasks:

Alice:

* Game Jam (2 hours)
* Create illustrations for the rule set (1 hour 30 minutes)
* Type up playtesting feedback (1 hour)
* Think of theme ideas for our game (1 hour 30 minutes)

Beth:

* Game Jam (2 hours)
* Think of theme ideas for our game (1 hour 30 minutes)
* Update the design document (1 hour)
* Update the rule set (1 hour 30 minutes)