**MEETING MINUTES**

18/02/2019 @ 10am – 12pm

Attendees – Alice Baker & Bethany Cowle

Manager and minute taker - Alice

**Postmortem for the previous week –**

All of our tasks were finished and we communicated effectively. We didn’t send any emails but we were working on our tasks together throughout the week so we were able to update each other verbally. Our game jam was very successful, as we were able to come up with 2 new iterations ready to playtest. A betting board was designed and printed ready to test our theory of visual odds in the game. We both admitted that it was fairly challenging to think of ‘scenario’ question cards, but after refining our iteration that needed this category, we found that we could reword these questions in a way that made the game less complicated. These questions will still be useful in the previous iteration if we find this one doesn’t work. We also thought of other categories such as philosophical/thought-provoking questions, one-word answers, 5 word answers and would you rather questions. As we still have a few questions that we haven’t tested yet, we’ll be adding these in within the new couple of weeks.

**Feedback received –**

We briefly met with Rob on Monday morning and told him that we will be testing the betting board we made, along with a new iteration that involves a bidding mechanic. We weren’t clear on the scoring system for this new idea, but Rob assured us that we should just test the base mechanic first and then polish up the scoring system. Rob was happy with our new ideas, so we decided to refine these ideas in this week’s game jam.

**Overall aim of the current sprint –**

We will be having a game jam to discuss our ideas for other potential card categories for these two new iterations we thought of in last weeks game jam. One of the new card categories was ‘situational’ questions which would suit one of our new iterations. We will be playtesting two iterations this week, the first being the new betting board to confirm this will be our solid working game. After this we will be experimenting with new mechanics, starting with bidding. We’ll be updating two sets of rules, one for the ‘bidding for the liar cards’ iteration and one for the ‘bidding for the answers’ iteration. We’re doing this just in case we’re able to fit in any more playtesting.

**Tasks –**

**Alice**

* [2h] Game Jam (Monday)
* [3h] Playtesting
* [1h] Update the ruleset – bidding for liar cards

**Beth**

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

***Any other business***

Game jam dates and times -

Monday 18/02/19 @ 10am – 12pm