**MEETING MINUTES**

19/11/2018 @ 10am – 1pm

Attendees – Alice Baker & Bethany Cowle

Manager and minute taker - Alice

**Postmortem for the previous week -**

Feedback received – We met with Rob today to talk about possible iterations for the game, some which we have already planned to test in the future, but also some new ideas that we can explore such as gambling mechanics, to make the game different to others on the market. Rob suggested that we should continue to look into similar games, to insure that we can create something unique and to further refine our target audience. He also advised us to make sure that we can play test with new players once the game has been developed further, so we can get a more accurate representation of the players understanding of the game and the emotions they show when playing. I also briefly met with Dave this morning to discuss our play test feedback from last week. I updated Beth when she arrived, which we discussed further together. We discussed different types of questions and how they would work with our target audience. We talked about focusing on imaginative questions rather than embarrassing or extremely personal questions because it opens the game up to a wider audience. For example, if a family were playing this game, a son may not want to reveal a personal story to their parents, which could potentially damage relationships or reputations. Feedback shows that players would like to play this as a drinking game, as it will be easier to tell embarrassing stories, but players may not think of the consequences when the game is over and everyone is sober the next day – a player could regret revealing a personal story. By having questions that spark the imagination, answers will still be somewhat personal but without the embarrassment or risk of revealing something players will later regret.

For the first play test on Thursday we were very happy with the feedback. We didn’t have the ruleset ready for this play test, so we verbally explained how to play the game as well as we could to the players. The game started off with 3 players for 3 rounds which proved to us that the mechanics worked, but once another player joined the game, players were more engaged and it became harder to vote for who they thought the liar was. All players thought that 4 players were better than 3, but they also said that 5 could be better. So for next time, we’ll be aiming to gather 5 people or more to playtest. (See “Playtest 1” feedback for more information) We have plenty to work with on this project already, with lots of potential iterations for future playtests.

**Overall aim of the current sprint –**

We will be iterating this week based on last week’s playtesting session. We’ll be discussing what question cards we’d like to use in our next prototype for players to give more feedback on, and deciding on separate categories for players to choose from – e.g. embarrassing/personal questions (“What was the most embarrassing moment in your life?”) and imaginative questions (“If you could start a cult, what would it be?”).

We’ll be researching into other games and what art styles are popular for card games, to get inspiration for our art style. Once we’re finished the first iteration, we’ll be producing 4 sets of prototypes, so we can have 2 sets in university for when we play test with people here and 1 each to keep at home for when we can lend the prototype to other people outside of university.

**Tasks –**

**Alice**

* [3h] Game Jam (Monday)
* [2h] Research into other card game themes *(Create a word doc of research, to inspire our art style)*
* [1h] Gather fonts we could use for the cards
* [2h] Concept art/moodboards based on the card game theme research
* [2h 30m] Type up question cards to print out *(Print out 4 times on sticker paper, deadline Tuesday 5pm)*
* [1h 30m] Research into print and play websites

**Beth**

* [3h] Game Jam (Monday)
* [2h] Research into other card game themes *(Create a word doc of research, to inspire our art style)*
* [2h] Concept art/moodboards based on the card game theme research
* [2h 30m] Stick the question and category stickers on blank cards, so we have prototypes to playtest *(Deadline Friday 5pm)*
* [2h 30m] Cut up the stickers to be put on blank cards for prototype *(Deadline Friday 5pm)*

***Any other business***

Game jam dates and times -

Monday 19/11/18 @ 10am – 1pm (Discuss questions we’ve found from last week, what categories we can put them in, possible iterations for the game for next week’s playtest sessions)