**MEETING MINUTES**

19/12/2018 @ 10am – 1pm

Attendees – Alice Baker & Bethany Cowle

Manager and minute taker - Alice

**Postmortem for the previous week -**

All tasks were completed by Beth and most were completed by Alice, except for typing up the playtesting feedback and producing prompt cards. The feedback task wasn’t completed because we only received 1 out of 4 feedback sheets – usually we will print the sheets out for players to fill in after playing the game, but as we didn’t have any sheets on us, the players said that the would fill it in if we emailed them after the game, which they could complete and send back to us later. This seemed like a good idea at the time, but we’ve learnt that you can’t rely on someone to get the feedback sheet back to us in time, so from now on we will make sure there are feedback sheets handy for players to write on after the game. These two tasks that weren’t completed have been pushed to this week’s sprint. We had 2 playtesting sessions, both of which were filmed, but the videos aren’t uploaded to Google Drive yet as I don’t have enough space in the folder where all the others are. I will be paying for an upgrade in January 2019 which will allow for more storage space so the videos can be uploaded.

**Overall aim of the current sprint –**

We have decided to have 6 hours each this week now that it’s the Christmas holidays, which will consist of a game jam where we will discuss our feedback from last week to see how the game worked with the two liars knowing who each other are and if they worked together. We’ll talk about which of the new questions players liked and we’ll decide on what needs changing for the playtesting we’ll do over Christmas. We’ll be sorting out 5 sets of our game, ready to hand out to players for them to borrow and play with their friends/family over Christmas, which will include a ruleset and 6 playtest feedback sheets.

**Tasks –**

**Alice**

* [3h] Game Jam (Wednesday)
* [1h 30m] Type up, print and cut up the prompt cards
* [1h 30m] Type up playtesting feedback

**Beth**

* [3h] Game Jam (Wednesday)
* [1h 30m] Update the ruleset
* [1h 30m] Update the design document

***Any other business***

Game jam dates and times -

Wednesday 19/12/18 @ 10am – 1pm (Discuss playtesting sessions from last week, sorting out the 5 sets for playtesting over the Christmas period and discuss any changes needed for the game to be playable over the Christmas period.