**MEETING MINUTES**

20/03/2019 @ 9:30am – 12pm

Attendees – Alice Baker & Bethany Cowle

Manager and minute taker - Alice

**Postmortem for the previous week –**

All tasks were finished and we communicated throughout the week very well. After our meeting with Rob last week, we revised the narrative idea and had a game jam to develop this. Our game would now be based on making a story, rather than accumulating points at the end. Players would still be playing the base game of either lying or telling the truth, but there would be 5 related questions within a game. Players would answer these questions, then everyone has to choose the best answer as a piece of an overall narrative for the end of the game. After playtesting, we found this wasn’t very successful, especially for our target audience. We think if this was an entirely different game, it would work for a different audience. The truth/lie part of the game became irrelevant because there was no point to guessing who was lying and telling the truth. Players didn’t see the point in creating a story, and didn’t enjoy doing it. For this reason, we have decided to stick with our betting board version that all players liked as we’re coming towards the end of our project.

**Feedback received –**

We met with Rob on Wednesday to update him on our progress. We told him that the narrative idea worked as a separate game for a different audience, but it didn’t work for our current game and target audience. Rob was happy for us to lock down our current idea and start creating artwork as well as playtesting with new players who have never played it before.

**Overall aim of the current sprint –**

We had a game jam on Monday to discuss our progress and decided that we weren’t going to do anymore iterations, but instead start polishing the betting version that players enjoy. We’ll be updating the ruleset based on player feedback (parts they didn’t understand) and trying to make it easier to read in smaller chunks. We’ll be updating the design document to see what questions we have and haven’t tested, as well as any we need to remove. We’ll prepare to do some playtesting next week, as well as creating some artwork to receive feedback from players who have tested our game.

**Tasks –**

**Alice**

* [3h] Game Jam (Monday)
* [2h] Betting board sketches
* [1h] Design Document

**Beth**

* [3h] Game Jam (Monday)
* [2h] Question card sketches
* [1h] Update betting board ruleset

***Any other business***

Game jam dates and times -

Wednesday 20/03/19 @ 9:30am – 12pm