**MEETING MINUTES**

21/01/2019 @ 2pm – 4pm

Attendees – Alice Baker & Bethany Cowle

Manager and minute taker - Alice

**Postmortem for the previous week -**

We had a successful week as all of our tasks were finished and we communicated well through emails. All of our work has been updated such as the design document, ruleset and playtesting feedback. The ruleset has been tested over the Christmas holiday so this was updated based on the feedback we received.

During this week’s game jam, we decided on a narrative for our game. This will be based on a ‘judgement day’ concept, but not made to follow a particular religion that already exists. The game represents a time when player characters have passed on in the real world and are being tested to see if they are worth of an afterlife. Players will act like a voting committee to judge who is worthy to pass onto the afterlife. We’ve also thought about affordances in the game, for example, liars are the souls who have been tainted to test other player characters judgement and perception of other souls. If they do this correctly, they move closer (across the board) on the path to the afterlife. A detailed description of this narrative and its affordances can be found on GitHub. We also discussed how the board could have a ranking system, as if to show players that they’re levelling up and getting closer to their goal.

**Overall aim of the current sprint –**

We’ve decided to wait until next week to start playtesting our newest version of the game, as students will be back in university which means we’ll potentially have more play testers. We’ll be having a game jam to discuss last week’s progress and refine our chosen theme/narrative. By the end of the week, we will have a refined narrative with some concept sketches for the main components of our game, to receive feedback on this while we’re playtesting the newest iteration.

**Tasks –**

**Alice**

* [2h] Game Jam (Monday)
* [30m] Update playtesting feedback sheet
* [2h] Board concept sketches and layouts
* [1h] Truth/Liar cards concept sketches
* [30m] Think of other category names to suit the theme

**Beth**

* [2h] Game Jam (Monday)
* [2h] Player character concept sketches
* [1h] Question cards concept sketches
* [30m] Think of other category names to suit the theme
* [30m] Look at fonts to suit the theme

***Any other business***

Game jam dates and times -

Monday 21/01/19 @ 2pm – 4pm