Meeting Minutes

Date of meeting: 25/02/19

Time of meeting: 2pm-4pm

Attendees: Bethany Cowle, Alice Baker

Minute taker: Bethany Cowle

Postmortem of previous week:

All of our tasks were completed on time last week. We didn’t send any emails but we worked on most of our tasks together throughout the week so there was no need to update each other over email as we were communicating in person. The main focus of this sprint was to playtest our game with the betting board included and do a second playtest later in the week involving players bidding for answers and voting for the answers they thought were the ‘best’ (most funny/interesting). In addition to this, we wrote up rulesets for ideas for other iterations of our game we could test later on.

Our first playtesting session with the betting board worked well, players said it was easier to keep track of the scoring as they didn’t have to remember who placed their counters down first or keep referring to the rules to see what odds players receive based on what order they bet in. Players also mentioned that having a bag with the truth/liar counters in was much better than having truth/liar cards as shuffling a small amount of cards was difficult and we also had a scenario the previous week where one player knew who was lying each round as there happened to be a mark on the back of one of the liar cards which he saw when they were handed out each time. Players also seemed to like that they were taking their own counter out of the bag themselves and not having someone else shuffle cards and hand them to them, even though they were still choosing at random without looking. Another suggestion players had after the first playtest was that it might be better to only let people bet 2 counters each turn rather than any amount. This is due to players quickly gaining a lot of counters, as if players kept guessing correctly and betting all of their counters they could potentially quadruple the amount of counters they had in one turn. We also discovered that the win condition could either be whoever had the most counters at the end of the game (the game ending when there had been enough rounds so every player had a turn to choose the question card) or when the first person hit the maximum amount of counters they could have.

After this first playtest, we also did another playtest session later in the week with a different group of people where we intended to try the completely new iteration of the game. This playtest did not work very well as players found the bidding mechanic very confusing and didn’t understand how to play or why they were bidding for answers even after reading the rules multiple times. Players commented that there seemed to be too many steps and too much strategy involved for a more social game you would play with your friends. After this wasn’t so successful, we decided to discard that idea after a couple of rounds and had them also playtest the betting board iteration instead. Players liked this much better than the idea we attempted to test before and gave very similar feedback to the first set of playtesters.

Overall aim of the current sprint:

This week we will be mainly working on the presentation for Thursday. We will also be looking into places we can potentially get our cards, board and other game pieces printed when it comes to constructing a final product. We had a game jam this afternoon where we discussed the feedback we received last week and talked about which features worked well and which ones didn’t so we could focus on the direction our game may take as a result of this. As we had another idea similar to the one that happened to be unsuccessful this week planned for playtesting next week, we decided to change plans and think of a different iteration we could do that would be less confusing for players.

Tasks:

Alice Baker:

* Work on the presentation (3 hours)
* Research places to get cards printed (1 hour)
* Game Jam (2 hours)

Bethany Cowle:

* Work on the presentation (3 hours)
* Research places to get cards printed (1 hour)
* Game Jam (2 hours)

Game Jams:

Monday 25/02/19 2pm-4pm