Meeting Minutes

Date of meeting: 25/03/19

Time of meeting: 10:00am – 12:00pm

Postmortem for the previous week:

All tasks were completed on time and we communicated well with each other throughout the week. Last week, we met with Rob and discussed ending the iteration process and finalising our game idea. We decided that the betting board iteration was the most successful and seemed to work best when playtested with our target demographic, so we are going to move forward with this idea. We spent last week updating the rule set to make it more clear and concise, as the old rule set for this iteration was slightly long and more complicated than necessary. We had also updated certain features since last playtesting this iteration, such as replacing the liar/truth cards with counters in a bag. We also created concept art for the theme of our cards and betting board.

Overall aim of the current sprint:

On Monday, we had a game jam to review the design concepts we had created in the previous week. We also looked through the list of questions on the design document to see which questions we had not yet tested, as we have been trying to ensure that we test all the questions we have. In addition to this, we have adjusted our playtesting questionnaires as many of the questions on the sheet were not relevant anymore and we wanted questions targeted more towards understanding the rule set and getting opinions on the intended art style. As we need to submit a video presentation running through the rules and gameplay next week, we will be beginning to plan what to include. We will be playtesting the game, ideally with people who haven’t yet playtested our game in order to ensure the game and the rule set is easy to understand for people who are reading it for the first time.

Tasks:

Alice:

* Game Jam (2 hours)
* Playtesting (3 hours)
* Plan video presentation (1 hour)

Beth:

* Game Jam (2 hours)
* Playtesting (3 hours)
* Plan video presentation (1 hour)