Meeting Minutes Group 5

Date of meeting: 26/11/18

Time of meeting: 9:30am – 12am

Attendees: Bethany Cowle, Alice Baker

Minute taker: Bethany Cowle

Postmortem of previous week:

All the tasks this week were completed on time with no issues. The group also communicated well over email so we both knew what tasks had been completed and were able to share ideas throughout the week as well, particularly our ideas about the theme of the game. This week we managed to produce three sets of cards to use to playtest our game with so we might be able to lend some out to people and collect feedback without us present, which should give more true results as players will be able to share answers comfortably with their friends without us being there. We also started researching into themes of other popular card games in order to decide on a theme for our own game. Another thing we decided on was to separate the questions into different categories based on the feedback we received last week so that players are able to decide each round what type of question they will want to answer. We thought this would solve the issue of some players not wanting to tell embarrassing stories or give controversial answers when playing with certain people. For example, when playing with a group of close friends, players might want the opportunity to be controversial and give risky answers but if they decide to play with family or people they aren’t as close with for example, it may be better not to choose embarrassing questions or questions that may seem inappropriate to ask people you aren’t particularly close with. This means that players will be able to adapt our game to the situation and whether they feel like being risky or playing it more safe at the time, whereby they will be able to remove the categories of questions the players might not want to use that time. This week we will be playtesting to see if this feature is useful and whether players think it is necessary or if it ruins the surprise of what type of question they might receive.

Feedback received: This week we didn’t receive any feedback from lecturers as there was no session this morning due to lecturers not being able to make it into university for the session.

Overall aim of the current week’s sprint:

This week we will be playtesting the game again so we are able to receive feedback and make iterations based on the feedback we receive.We will be playtesting new features such as having multiple liars instead of just one liar per round, and the new voting system that is tied into this change to assess how well it works or whether players find this change confusing. We will also see if players find the card categories useful. Ideally, over the coming weeks in the project we would like to continue testing different iterations of our game, even if things may not seem like they need to be changed so that we are able to see whether the game would be better/worse with slight changes and eventually decide upon a final version of our game based on this. We will also be using the playtesting to determine which question cards players liked the most and which cards they didn’t like so we are able to add and remove cards accordingly and narrow down which questions we will include in the final product to give players of our target demographic the most enjoyable experience.

Tasks for the current week:

Alice Baker:

* Game jam on Monday (2 hours)
* Playtest the game and receive feedback (3 hours)
* Type up the playtesting feedback from the questionnaires (2 hours)
* Update the design document with all the current question cards in our game and the iterations we have made (1 hour)
* Print out the lie and truth cards players will use to vote with (1 hour)
* Discuss iterations based on the playtesting feedback (2 hours)
* Type up extra questions for the question cards (1 hour)

Bethany Cowle:

* Game jam on Monday (2 hours)
* Playtest the game and receive feedback (3 hours)
* Discuss iterations based on the playtesting feedback (2 hours)
* Type up playtesting MDA (2 hours)
* Rewrite rule set for the latest iteration of our game (1 hour)
* Cut up the cards (2 hours)

Game Jams:

Monday – We had a game jam on Monday morning where we talked about different changes we can playtest this week to see whether people like them, such as adding multiple liars instead of just one and how we could create a voting system that would work well with this mechanic without being too confusing for the players and involve a lot of time counting up the scores. We also talked about which theme we liked for our game following the research tasks that were set this week and currently we both seem to agree that we like the fox theme the most, as foxes are known for being sly/cunning and we think we could use this to make the cards visually appealing for the players and make the game more memorable and unique.

Wednesday – Following the playtesting on Wednesday, we will be having a game jam to discuss the feedback we have received and any observations we made during the playtesting sessions and we will talk about future iterations that can be made to the game based on this feedback.