**Meeting minutes: group 4 Game Projects**

Date of meeting: 16/10/18

Time of meeting: 11:00

Attendees: John, Ethan

Apologies from: N/A

**Item one: post-mortem of This week**

***What went well?***

We have decided on the main idea that we want to work on.

We have a better idea of what we want in the game. We have thought about the multiple game modes, mechanics and the way of implementing those successfully.

We have decided on the target audience, market and on the theme of the game.

***What went bad?***

We didn’t have enough research for the presentation which meant we couldn’t clearly explain our idea to the lecturers.

We didn’t put enough tasks to amount the hours that were required for the week (12 hours). Some of the tasks completed were not even registered on JIRA, causing some members to work more than the hours that are logged on JIRA. As a result, not enough work had been put into the project the past sprint.

One member of the team didn’t successfully finish his tasks on JIRA for the week and hasn’t turned up to some of the meetings. Upon asking for advice from Rob, we have decided to set less tasks for Alix this sprint, tasks that will not impact the overall outcome of the project.

***Feedback received:***

GROUP 4

Alixander absent.

The team presented ideas, but little by way of design work, and most fundamental design components were omitted. The team should make repeated references to *design* principles and theories, and *explicitly connect* them to a vision for the *player experience*.

If the ‘most skilled player wins,’ I can see no incentive for other, less-skilled players to compete. It is for reasons such as this that the team must discuss their design work associated with, at the very least, mechanics and balancing. A negative feedback loop, for example, will perform some balancing work, as will elements of chance and randomness, and multiple mechanics and alternatives for forming tactics and strategies. The team might consider, for example, the properties of meaningful choice, play-styles, perfect and imperfect information, symmetric, near-symmetric, and asymmetric mechanics, synchronous and asynchronous mechanics, core goals and proximal (sub) goals, skill checks and types of challenge, and progression mechanics which amend an experience over time. I recommend that the team members read *Schell*, chapter eleven.

ROB

I suppose my major concern here is over the quantity of work that is going on. I have already rasied this in an email to you on reviewing your Github and JIRA and it is something i expect to see discussed in your next set of minutes. These need a folder that is seperate from your Discord chat log folder.  You told us to start with two ideas that you have 'abondoned'. These ideas did not really show any development from when they were pitched to me two weeks ago, so little further work had taken place on them. We were left with your final pitch. This is achievable but at the moment it is bereft of any serious design consderations that might draw the player in and keep them rooted to their seats to play this. Unless this underpinning work is done you will not be producing successful product.

Can you please, as a matter of urgency, tidy up your github folder.

**Item one – overall aim of the current weeks sprint (What will the product look like by the end of the sprint)**

Tasks for current week

Ethan: Sort out the character controller scheme and the jumping and sliding mechanics. Read chapter eleven from Schell.

Alixander: Look into the character selection screen and the passing down the object mechanic, as well as character physics. Read chapter eleven from Schell.

John: Design and animate the 4 characters required for the project. Look into more design options and read chapter eleven from Schell.

(These tasks are to be uploaded and tracked on JIRA)

**Item Three – any other business.**

Ethan still can’t upload to GitHub. However, he has let Chris and Rob know and will upload all of his work as soon as he has access.

Meeting Ended: 12:15

Minute taker: Ionut Ciobanu