**Shoogle**

**Minutes for Meeting 1 - 18/01/12 09:00 (M612)**

**In attendance (9/9)**: Mitch Alexander (chair/minutes), Suneil Rakhra, Tom Watson, Katarzyna Gostanska, Vladislavs Prokudins, Stanislav Valov, Alisdair Muircroft, Andrew Lindsay, Sean Cameron.

**Item 1: Project Organisation and Roles**

Discussion raised as to deciding Leads for the Programming, Design and Art teams, as well as a Project Co-ordinator. Each subgroup (Programming, Design and Art) nominated a Lead, whereas Mitch Alexander volunteered as Project Co-ordinator. The following roles were decided upon:

* Lead Programmer: Alisdair Muircroft
* Lead Designer: Suneil Rakhra
* Lead Artist: Stanislav Valov
* Project Co-Ordinator: Mitch Alexander

**Item 2: Project Plan Roles**

Discussion raised as to who amongst the team would write specific sections of the Project Plan. Each subgroup decided who would undertake what work. The following allocations were made:

* Platform Analysis (Programming): Andrew Lindsay
* Review of SCRUM (Programming): Alisdair Muircroft
* Community Management: Mitch Alexander
* Competitor Analysis (Design/PIE): Suneil Rakhra
* Audience Profile (Design/PIE): Mitch Alexander

**Item 3: Game Ideas**

Ideas for gameplay mechanics, artistic styles and genre were raised by each member of the group in turn, as the group had decided to generate ideas during the two days prior to the meeting.

* Andrew Lindsay suggested a game akin to Tetris where blocks representing coursework, exams and other student activities would fall and have to be arranged and cleared in some way.
* Sean Cameron suggested a game made up of individual minigames that would keep gameplay varied and interesting.
* Suneil Rakhra suggested games focusing on relieving stress, focusing on relaxation, and borrowed elements from colour therapy and music therapy to help relax players, including spreading colour around an environment, and also suggested games for blind or deaf players focusing on music therapy techniques or colour therapy techniques respectively.
* Vladislavs Prokudins suggested a game involving searching for useful information akin to studying or using the library.
* Tom Watson suggsted a top down game where the player moves blocks using some element, organising coursework, and involving a Stress meter.
* Katarzyna Gostanska suggested a card game, where individual cards could represent player actions such as going out, studying, relaxing, socialising, or taking exams.
* Stanislav Valov suggested a game including a progression system akin to experience points, skill levels or “leveling up” to reflect how students themselves progress their knowledge and skills during university life.
* Mitch Alexander suggested a game where the player running along a path made up of calendar days, where the player must click icons representing student actions like studying or going out, which influence Work, Money and Social meters, which further affect a Stress meter.

After each member had a chance to speak and contribute ideas, every idea was discussed by the team as a whole, with the ideas advantages and disadvantages considered. By the end, the ideas were simplified down into three main ideas – the “**Running Game**”, where the player-character runs along a path clicking icons representing student actions; the “**Card Game**”, where the player takes part in a card game involving student life; and the “**Minigame Game**”, where the player takes part in a number of varied and diverse games related to student life. Each member cast a single vote for the game they preferred, resulting in the following vote tally:

1. **Running Game** (4 votes)
2. **Card Game** (3 votes)
3. **Minigame Game** (1 vote)

Because of the narrow divide between options, the voters for the Card Game and Minigame Game idea were asked what would be required to get them on board for the Running Game idea, but every member felt they would be comfortable working on the Running Game idea as it was, and that each idea had nearly equal merit.

The group unanimously agreed with the Running Game idea, and it was decided that an overview of the game would be compiled by Mitch Alexander and Suneil Rakhra.

**Item 4: Team Name**

Discussion was raised as to what the group's name should be. Each member of the group was given the chance to provide multiple possible team names one after the other.

* Andrew Lindsay suggested the name should not include a “- studios” or “- games” suffix, as many of the other teams had used this – something more direct should be used instead.
* Suneil Rakhra suggested **Colour**, **Claymore** and **Shoogle**.
* Vladislavs Prokudins suggested **Nemesis**, **Walkcycle** and also suggested translating name ideas into Latin words.
* Tom Watson suggested **Crazy 11** and **Brainbox**.
* Mitch Alexander suggested **Whitenoise**, **Alchemists**, **Heavy Air**, **White Rabbit** and **Goat**.

Each team name was called in turn, and every member could vote on each respective name, resulting in the following vote tally.

1. **Shoogle** (9)
2. **Brainbox** (7)
3. **Claymore** (6)
4. **Walkcycle** (5)
5. **Goat** (4)
6. **Nemesis** (4)
7. **Whitenoise** (3)
8. **Heavy Air** (2)
9. **Alchemists** (1)
10. **White Rabbit** (0)
11. **Crazy 11** (0)
12. **Colour** (0)

The group decided to keep the highest-voted entry, **Shoogle**.

**Any Other Business**

Discussion was raised by Suneil Rakhra regarding creating a logo for the group's social media connections; the art team agreed to start creating new logo ideas that afternoon.

Suneil Rakhra asked if the group would be comfortable being filmed for video-logs for the group's social media connections during the coming 12 weeks; the team unanimously agreed.

Mitch Alexander agreed to transcribe the meeting's minutes, as well as provide a summary of the core game concept, and post both on the team's Facebook group by the end of the day.

**Close**