

IAT 210 - Group 22 Meeting Minutes

Date: February 8, 2024

Time: 6:00 pm

Location: Online via Discord Voice Channel

Meeting Called to Order by Samuel Jen

Present: Samuel Jen, Andrei Harbachov, Fatemah Sunderji, Tino Ciccone

Absent: Gurbaj Sidhu

General Meeting Agenda:

- Confirm the game's core mechanic (6:00 - 6:15)
- Decide on the special mechanics of the game cards and determine the play style (6:15 - 6:45)
- Game state development walkthrough (6:45 - 7:00)
- Schedule Arrangement and Announcements (7:00 - 7:15)

Decision:

- Game preparation (All actual names TBD):
 - 3-9 players,
 - 3 teams: Red, Green, Blue team identity cards
 - Deck of draw cards
 - Basic Cards:
 - Shot: Select a player and deduct their health point
 - [Response Card] Standoff: Roll the dice; the player with the lower roll takes damage. If both players roll the same number, no damage is dealt
 - [Response Card] Dodge: Take no damage from the shot
 - Multi-Purpose Card: Card that has multiple functionalities
 - Special Cards:
 - "Energy Drink": Increases damage to 2 health points
 - "Team Shuffle": Forces 3 players to reshuffle their identity cards
 - "Identity Crisis": Allows the player to check their own identity card
 - "Bio-Hazard": Alive player takes one card from the eliminated player's deck
 - "Friendship": Give one's heart point to another player
 - "+2": Draw 2 cards
- Game Initial State:
 - Each player has 5 gems representing their health points
 - Each player draws a team card secretly; do not reveal
 - Each player draws 5 action cards
- Game State Development:
 - Core Loop: Players take actions, and draw a card at the end/beginning (TBD)
- End Condition: The game ends when only one player is remaining
- Winning Condition: The team with the most remaining hearts wins
- Game Objective: The team with the most remaining hearts wins

Announcements:

- Next Meeting Agenda:
 - Decide on the game theme, narrative, and title
 - Prototype style/design for playing cards
 - Game Pillar (What, How, and Why)

Next Meeting: February 15th, 2024 - 6:00 pm (Online)