IAT 210 - Group 22 Meeting Minutes

Date: February 1, 2024

Time: 1:30 pm
Location: Online via Discord Voice Channel
Meeting Called to Order by Samuel Jen

Present: Samuel Jen, Andrei Harbachov, Gurbaj Sidhu, Fatemah Sunderji
Absent: Tino Ciccone (Schedule Conflict, will catch up asynchronously)

General Meeting Agenda:
- Self-Introduction (1:30 - 1:40)
- Presentation of Board Game Ideas (1:40 - 2:00)
- Brainstorming Session: Define core mechanics, style, and title of the game (2:00 - 2:30)

Decision:
- Game Style/Genre: Social Deduction, Teamwork, Randomness, Card Drafting
- Core Mechanics: Player/Team Elimination, Bluffing, Gambling, Action
- General Mechanics: Card-, Round-, Dice-Based

Announcements:
- Next Meeting Agenda:
    - Discussion on the major theme of the game
    - Detailed cards' functionality and style (Mood board)

Next Meeting: February 8th, 2024 - 6:00 pm (Online)