

IAT 210 - Group 22 Meeting Minutes

Date: February 15, 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, Gurbaj Sidhu

General Meeting Agenda:

- Discuss potential extension for project deadline (6:00 - 6:05)
- Progress Updates
 - Sam: Documents, Core Mechanics, etc. (6:05 - 6:10)
 - Andrei: Website Setup, Navigation, and Layout (6:10 - 6:15)
 - Tino: Storyline, Timeline, and Lore (6:15 - 6:19)
 - Fatemah: Card Visuals (6:19 - 6:22)
 - Gurbaj: Moodboard (6:22 - 6:25)
- Prepare Feedback Package (6:25 - 7:04)

Decision:

- No extension is needed for the project
- Theme: Medieval Era
- Card name modification:
 - "Dodge" → "Shield"
 - "Shot" → "Arrow Strike" or "Sword"
 - "Standoff" → "Jousting"
 - Multipurpose card → "Knights Arsenal"
- Number of cards in a deck: (Total 75 cards)
 - Basic Cards: 50 cards
 - "Arrow Strike"/"Sword": 15
 - "Jousting": 10
 - "Shield": 15
 - "Knights Arsenal" (Total 10 cards)
 - "Jousting + Arrow Strike": 5
 - "Jousting + Shiled": 5
 - Special Cards: 25 cards
 - "Energy Drink": 5 "Team Shuffle": 3 "Identity Crisis": 5
 - "Bio-Hazard": 2 "Friendship": 5 "+2": 5
- Game Objective: The team with the most remaining hearts wins

Announcements:

- Next Meeting Agenda:
 - Finalise all the requirements
 - Ready for in-person testing

Next Meeting: February 22nd, 2024 - 6:00 pm (Online)