

May 27 Meeting Minutes

Where: Zoom
When: May 27, 2024
Time: 5:15 pm

Members Present: Katrina Kreschuk (katya.kreschuk@gmail.com), Lucas Kranabetter (lucas.kranabetter@gmail.com), Marianne Gagnon (cmb38@sfu.ca), (mariannegagnon1@gmail.com), Sam Nygard (samnygard@gmail.com) and Ash (szetopuiyi.a@gmail.com)

Regrets:

AGENDA:

1. Review Agenda
2. Review Minutes from Previous Meeting – N/A
3. Old Business: N/A
4. Introductions - What are people's strengths and skills/what are people hoping to contribute?
5. Which game concept to go with?
6. What does everyone want and does not want to include in our game?
7. Determining next meeting time and meeting schedule
8. Timeline for objectives/steps

1. Review Agenda:

- Agenda accepted

2. Review Minutes from Previous meeting.

· N/A

ACTIONS:

3. Old Business

· N/A

ACTIONS:

New Business

4. TOPIC: Introductions - What are people's strengths and skills/what are people hoping to contribute?

DISCUSSION:

Kat - can help out with art, photography, crafting, leadership, organization and scheduling

Ash - can do art, drawing, writing, graphic design, play-testing (a lot!), generalist, down to do anything that's needed, video editing

Sam - Computer science, theory craft (strategies), play-testing (game breaking), website, woodworking, crafting, not an artist

Lucas - good grasp of rules and what makes games work, rules-work, getting ideas into mechanics
Marianne - Graphic design, writing, website, organization, process thinking, systems, video editing, crafting

ACTIONS: N/A

5. TOPIC: Which game concept to go with?

DISCUSSION:

- Should we start from scratch or start with one of our concepts?
- We should start with a brainstorm & determine what we have in common.

ACTIONS: We will go from scratch. Have concepts and core mechanics determined by Friday, May 31.

6. TOPIC: What does everyone want and does not want to include in our game?

DISCUSSION:

Things we don't want in our game:

- Not a deck builder
- Just a board and dice - very luck based
- Themes revolving around making money or running a business

What we do want:

- Strategy
- As unique as possible
- Worker placement
- Resource management

ACTIONS: To brainstorm ideas for games that would work well with a resource management core mechanic. Marianne to send out a link to a brainstorming platform.

7. TOPIC: Determining next meeting time and meeting schedule

DISCUSSION: When is everyone available and should we set a recurring meeting?

ACTIONS: Next meeting on Wednesday, May 29 at 7pm. Meetings will be held weekly on Mondays from 7-8pm

8. TOPIC: Timeline for objectives/steps

DISCUSSION:

- Submit meeting minutes #1 by June 5
- Submit meeting minutes #2 by June 16
- Submit Feedback Package by June 16
 - Basic prototype (hopefully at least the second version)
 - Playtesting begun
 - Present as clearly as possible the current premise and state of your game, showing as much of the design, artwork, game elements and playtesting results as you can.

- Submit Board Game Preproduction Prototype by June 30
ACTIONS: Kat will create a detailed schedule of the project.

Summary of Action items from May 27, 2024 Meeting

Action	Who	By When	Completed?
Read the full assignment description	Everyone	May 29	
Determine who will do what for the final submission.	Everyone	May 29	
Kat will make a detailed schedule of the project.	Kat	May 29	
Marianne will send link to brainstorming board	Marianne	May 27	
Add concept ideas to brainstorm board	Everyone	May 31	

Next meeting: Wednesday, May 29 at 7pm.

Meetings will be held weekly on Mondays from 7-8pm.

May 29 Meeting Minutes

Where: Zoom When: May 29, 2024 Time: 7:00pm

Members Present: Sam, Lucas, Marianne and Kat Regrets: Ash
AGENDA: <ol style="list-style-type: none"> 1. Create and review agenda (5 min) 2. Review minutes (2 minutes) 3. Old Business (3 min) 4. Review and discuss idea board, try to finalize concepts (game pillars) (20 min) 5. Go over calendar (10 min) 6. Assign jobs and groups (10 min)
1. Review Agenda: <ul style="list-style-type: none"> - Agenda reviewed and accepted

2. Review Minutes from Previous meeting. Minutes accepted
ACTIONS: Marianne to submit them

3. Old Business

By Wednesday, read the full assignment description - Complete

On Wednesday, determine who will do what for the final submission - Complete

Kat will make a detailed schedule of the project - Complete

Marianne will send link to brainstorming board - Complete

Add concept ideas to brainstorm board - Complete

ACTIONS: N/A

New Business

4. TOPIC: Review and discuss idea board, try to finalize concepts (game pillars) (20 min)

DISCUSSION:

Most liked the Heist idea best. The game will be played in three rounds. In the first round, players will build secret characters with different abilities. In the second round, the players will build the board by placing tiles. And in the third round, the players will move through the board to try to reach the stash first, dealing with obstacles/events along the way. Instead of a typical robber/bank theme, we're thinking of going for an animal theme (squirrels trying to reach a stash of nuts in an underground burrow?)

ACTIONS: To continue brainstorming theme/mechanics in Miro until our next meeting on Monday, June 3

5. TOPIC: Go over calendar

DISCUSSION:

Kat made a schedule of steps. We went over it together.

ACTIONS: N/A

6. TOPIC: Assign jobs and groups

DISCUSSION:

- Marianne to create rough draft of components for printing by Friday June 5
- Lucas to create Word document for rules by June 5.
- Marianne and Ash to work on art/design
- Sam and Lucas to work on initial rules/mechanics
- Kat and Ash to write back stories and thematic scheme/plot
- Kat to put together feedback package by Sunday, June 16
- Everyone to send questions to Kat for feedback package by June 14
- Sam and Lucas to make flowchart
- Marianne and Ash to make the board game banner
- Sam to make Quantitative profile, Marianne to edit it
- Sam and Lucas to write the rule book, Marianne to edit
- Ash and Marianne to make trailer
- Sam and Marianne to work on website

ACTIONS:

- Kat and Lucas to go over this with Ash to make sure he's ok with the tasks assigned to him.

Actions from previous meeting	Who	By When	Completed?
Read the full assignment description	Everyone	May 29	Yes
Determine who will do what for the final submission.	Everyone	May 29	Yes
Kat will make a detailed schedule of the project.	Kat	May 29	Yes
Marianne will send link to brainstorming board	Marianne	May 27	Yes
Add concept ideas to brainstorm board	Everyone	May 31	Yes

Action from this meeting	Who	By when	Completed?
To go over assigned jobs and groups with Ash to make sure he's ok with the tasks assigned to him.	Kat and Lucas	June 3	
To nail down the exact theme by Monday, June 3	Everyone	June 3	
To continue brainstorming themes/mechanics in Miro	Everyone	June 3	
To create the first rough draft of game components for printing	Marianne	June 5	
To create a Word document for writing down rules.	Lucas	June 5	
To submit minutes	Marianne	June 5	
To start writing backstories for characters	Kat	June 7	
To create play test log	Sam	June 3	

Next meeting: Monday, June 3 at 7pm.

May 31 Meeting Minutes

Where: Zoom
When: May 31, 2024
Time: 3:00-5:30

Members Present: Ash, Katrina, Marianne
Regrets: Lucas, Sam

AGENDA:

1. Create and review agenda (5 min)
2. Review minutes from previous meeting
3. Old Business
4. Tiles
5. Board design
6. Digital board game
7. End game and victory points
8. Other topics

1. Review Agenda:

- Agenda accepted - Quick meeting to go over thoughts, ideas, additions, or changes and clarify odd things

2. Review Minutes from Previous meeting.

Minutes accepted

ACTIONS: Marianne to submit them

3. Old Business

All previous tasks completed

ACTIONS: N/A

New Business

4. TOPIC: Tiles

DISCUSSION:

- We are putting the guards, cameras, and traps all on tiles
 - This will take up roughly 50% of the tiles
 - The rest will be blank with just paths
- Four different kinds of paths right now
 - Straight, curved, three sided, and four sided
- Randomly select a face down tile and place it face up anywhere on the board
 - Cannot place tiles directly beside someone else's starting tile
 - One path must be made through each tile (can't be placed with no exits or entrances, but can be placed with end to exit)
- Some tiles already pre-exist on the board
 - 8 all direction tiles to give you something to go for if you are lost

ACTIONS: Create a basic rule book on tile placement and rotation

5. TOPIC: Board Design

DISCUSSION:

- Pre-existing tiles on board
- Swapped where the starting points are

- With a smaller board it is easier to get to the center and harder to get to the corner loot
- The small loot stashes are now along the outer middle sections
- Starting places in each corner
- 128 tiles to cover the board completely
 - Take 50 randomly out with 3 players
 - Probably start with less tiles, maybe 100 tiles for 4 players?
- Do we keep the starting tiles available to be built on and go through if there are less than 4 players?
 - Decide on whether we have a 2 player option after playtesting

ACTIONS: N/A

6. TOPIC: Digital Board Game

DISCUSSION:

- Marianne and Ash made a digital version for us all to playtest
 - <https://playingcards.io/kmpdcr>
- We playtested and made notes in our [play test log](#)
- We need more features (cards) for the next playtest we do (June 3rd)

ACTIONS: Make rough cards to play with in next playtest

7. TOPIC: End game and victory points

DISCUSSION:

- Game ends when all players return and stay at their starting points
 - Or another player's if they choose to exit that way? Undecided
 - You must escape with the loot before it is safe
- Different stashes
 - First one to the middle gets 10VP, second gets 8VP, third gets 5VP
 - Each side loot is worth 5VP each
- Cameras raise suspicion meter by 1 or 2? unless you evade
 - When the suspicion meter is full _____ happens
- Guards take away 1 victory point from your loot if you go on their tile with loot on you
- Traps cause an event card to be flipped
 - Likely only 4-6 kinds of events
 - Some are good and some are bad
 - Ex. Can't move next turn, swap move or rotate a tile, or someone else draws a card
 - Concern about lacking strategy by doing this?
- Without multiple loot pots, there would need to be two rounds of "heist" but that is so far avoided with more loot in the middle
- We should look at a tie breaking mechanic

ACTIONS: Play test with cards and try out different options

8. TOPIC: Other topics

DISCUSSION:

- We tried traps pushing you back on a bad die roll, but this didn't add anything interesting
- Ash has created a rough banner/poster
 - Do we want to use it and expand on it?
- There is a possibility that we don't do hand cards
 - Might not be needed with all the other stuff
 - Would add more strategy and abilities, as well as character to the game

ACTIONS: N/A

Action from previous meeting(s)	Who	By when	Completed?
To go over assigned jobs and groups with Ash to make sure he's ok with the tasks assigned to him.	Kat and Lucas	June 3	Yes
To nail down the exact theme by Monday, June 3	Everyone	June 3	No
To continue brainstorming themes/mechanics in Miro	Everyone	June 3	In progress
To create the first rough draft of game components for printing	Marianne	June 5	In progress
To create a Word document for writing down rules.	Lucas	June 5	In progress
To submit minutes	Marianne	June 5	No
To start writing backstories for characters	Kat	June 7	In progress
To create play test log	Sam	June 3	Yes

Action from this meeting	Who	By when	Completed?
Familiarize ourselves with the playtest notes	Everyone	June 3	
Create a basic rule book on tile placement and rotation	Lucas	June 3	
Make rough cards to play with in next playtest	Kat/Marianne	June 3	
Play test with cards and try out different options	Everyone	June 5	

June 3 Meeting Minutes

Where: Zoom
 When: June 3
 Time: 7:00pm

Members Present: Ash, Sam, Marianne, Lucas, Kat
 Regrets:

AGENDA:

1. Agenda
2. Review minutes from previous meeting
3. Old Business
4. Lucas answers questions regarding the rule draft (10)
5. Playtest 1 as a full group (Kat taking notes) (45 min)
6. Review and alter rules (20)
7. Playtest 2 (those who must leave can do so) (30)

1. Review Agenda:

- Agenda Accepted

2. Review Minutes from Previous meeting.

Minutes accepted

ACTIONS: Marianne to submit them

3. Old Business

N/A

ACTIONS: N/A

New Business

4. TOPIC: Lucas answers questions regarding the rule draft

DISCUSSION:

- Everyone is okay playtesting with the rules that we have
- No questions as of now about the rules or other related topics put down in the drafts
- Ready to start the playtest

ACTIONS: N/A

5. TOPIC: Full group playtest 1

DISCUSSION:

- Do we want the board game to be just an online copy or do we want to make a physical copy for the actual presentation?
- We must decide on the kind of draft we want to use
 - Will it change depending on if we are playtesting or not
- Noticed that some people didn't mind placing traps next to their start while others strictly avoided it
- No one paid attention to who took what cards, it is hard to do that with four people
 - The Winston Draft will fix that, but it is slightly harder to grasp
- Add more tiles to change the layout and the board
 - More loot along the board?
 - Felt hard to win after the 10 VP peg was taken

ACTIONS:

- Kat will work on a playtest log
- Everyone attempts the winston draft by Wednesday, June 5
- Ash and Lucas will adjust trap cards

6. TOPIC: Review and alter rules

DISCUSSION:

Postponed to next meeting due to playtest running long

ACTIONS: N/A

7. TOPIC: Playtest 2 (those who must leave can do so) (30)

DISCUSSION:

Postponed to next meeting due to playtest running long

ACTIONS: N/A

Action from previous meeting(s)	Who	By when	Completed?
To nail down the exact theme by Monday, June 3	Everyone	June 3	Yes
To continue brainstorming themes/mechanics in Miro	Everyone	June 3	Yes
To create the first rough draft of game components for printing	Marianne	June 5	Yes
To create a Word document for writing down rules.	Lucas	June 5	Yes
To submit minutes	Marianne	June 5	Yes
To start writing backstories for characters	Kat	June 7	Yes
Familiarize ourselves with the playtest notes	Everyone	June 3	Yes
Create a basic rule book on tile placement and rotation	Lucas	June 3	Yes
Make rough cards to play with in next playtest	Kat/Marianne	June 3	Yes
Play test with cards and try out different options	Everyone	June 5	In progress

Action	Who	By when	Completed?
Update playtesting log	Kat	June 5	
Attempt the winston draft method	Everyone	June 5	
Adjust trap cards	Ash + Lucas	June 7	

June 10 Meeting Minutes

Where: Zoom
When: June 10, 2024
Time: 7pm

Members Present: Kat, Lucas, Sam, Ash and Marianne
Regrets: N/A

AGENDA:

1. Review Agenda
2. Review Minutes from previous meeting
3. Old Business
4. Review of new rules
5. Play test original game
6. Play test Sam's version of the game

1. Review Agenda:

- Agenda accepted/declined

2. Review Minutes from Previous meeting.

Minutes approved

ACTIONS: N/A

3. Old Business

Previous actions reviewed.

ACTIONS: N/A

New Business

4. TOPIC: Review of new rules

DISCUSSION:

- Does the mole work? Could be too powerful.
- We now have private discard piles. The raccoon allows us to take cards from other people's cards.
- The game ends when you're back to any start tile and the first person to get there gets 2 VP.
- You get a suspicion point when you move onto the four way tiles already on the board.
- We deal 8 cards to start, the last card is discarded face up so it can start the discard pile

ACTIONS: N/A

5. TOPIC: Play test original game

DISCUSSION:

- Notes are mainly on the playtesting log
- We feel it is much more balanced and fun to play than previous tests, but it still needs some major and minor tweaking
 - The cards are much more balanced
 - Is the raccoon too good? It acts as a wildcard with 4 people
- Lucas and Sam will work on revisions going forward this week for next Monday

ACTIONS: Revise Rules**6. TOPIC:** Play test Sam's version of the game**DISCUSSION:**

- First time with the group learning and playing it
- Notes on the playtesting log
 - Not as many variables to change and personalize
- Can we mesh them..?
 - The differences might make it hard but it seems plausible
-

ACTIONS: Vote by Wednesday

Actions from previous meetings	Who	By when	Completed?
Update playtesting log	Kat	June 5	Complete
Attempt the winston draft method	Everyone	June 5	Complete
Adjust trap cards	Ash + Lucas	June 7	Complete
Play test with cards and try out different options	Everyone	June 5	In progress

Action	Who	By when	Completed?
Everyone begin playtesting outside of meeting calls (more and less people)	Everyone	June 17	
Revise rules (both versions?)	Lucas and Sam	June 14	
Feedback package questions by Friday	Everyone	June 14	

June 12 Meeting Minutes

Where: Zoom
 When: June 12
 Time: 6:00

Members Present: Kat, Lucas, Ash, Marianne, Sam
Regrets:

AGENDA:

1. Review agenda
2. Review previous minutes
3. Old Business
4. Try another playtest with updated rules

1. Review Agenda:

- Agenda accepted/declined

2. Review Minutes from Previous meeting.

- We pretty unanimously agreed upon sticking with the old game
 - We can look to Sam's when we want ideas
 - Everyone is okay with that

ACTIONS: N/A

3. Old Business

- Has everyone begun playtesting?
 - Have any major problems/favorites emerged?
 - Everyone is planning to start within the next few days

ACTIONS: N/A

New Business

4. TOPIC: Updated rules playtest

DISCUSSION:

- In the playtesting log
 -

ACTIONS:

June 17 Meeting Minutes

Where: Zoom

When: Monday, June 17

Time: 7pm

Members Present: Kat, Lucas, Ash, Sam, Marianne

Notes by Ash

Regrets: N/A

AGENDA:

1. Review Agenda
2. Review and discuss playtest log
3. Review actions that should be completed
4. Review and discuss calendar dates and assignments
5. Finalize a theme
6. Do we like the board design now

1. Review Agenda:

- Agenda accepted

2. Review Minutes from Playtesting

- Mess around with middle loot numbers
- Fiddle with the ratio of traps and type of tiles
- Have a direct order for your turn (note down all the actions you have)
- Added fox back in

ACTIONS:

3. Old Business

- Review old actions that should be completed
 - Feedback package and meeting minutes turned in yesterday
 - New revision of the rules done for today
-

ACTIONS: Update new revision of the rules.

New Business

4. TOPIC: Calendar Discussion

DISCUSSION:

- With the old and new marks on the calendar, does anyone want to switch/take on more/less now that the end is approaching?
-

ACTIONS: Begin working on assigned duties

5. TOPIC: Finalize a theme

DISCUSSION:

- Grocery store, forest pantry, garden, house

<ul style="list-style-type: none"> - Location decided as: Grocery store <ul style="list-style-type: none"> - Add blueprint with animal scribbles on it throughout the rulebook - Digging below the store - Loot decided as: <ul style="list-style-type: none"> - 8pts: Canned Food 6pts: Bag of nuts 4pts: Gourd 2pts: Apple - Miniatures decided as: New animals
ACTIONS: Ash to make the designs

6. TOPIC: Do we like the board design
DISCUSSION: <ul style="list-style-type: none"> - We need to finalize it and work around it from here - The first 2 tiles surrounding the starting points? - Satisfied with board design
ACTIONS: Finalize the board design

7. TOPIC: Video trailer task assignments
DISCUSSION: Who will take what task? <ul style="list-style-type: none"> - Kat and Lucas will make the prototype and film it - Marianne and Ash to make design assets - Marianne and Sam to edit - Ash to do voice acting - Kat to script write - Sam to do some extra filming
What style do we want the video to be? <ul style="list-style-type: none"> - Voiceover of the story over zooms of the game - Illustrations of the game concept? - Watch the sample of other people's video trailers to brainstorm
ACTIONS: Watch the videos and choose what you like, work on the tasks assigned

Action	Who	By When	Completed?
Watch videos and give preferred ones on group chat	Everyone	June 19	

June 20 Meeting Minutes

Where: Zoom
When: June 20
Time: 7:00

Members Present: Marianne, Sam, Ash, Kat, Lucas
Regrets:

AGENDA:

1. Review agenda
2. Review previous minutes
3. Old business
4. Video trailer
5. Rule book formatting
6. Playtest?

1. Review Agenda:

- Agenda accepted

2. Review Minutes from Previous meeting.

- N/A

ACTIONS:

3. Old Business

- Did everyone watch and decide on videos they prefer?
 - What are we going forward with the inspo from
- Quantitative profile
 - Sam will take total lead, everyone else can give input and help out

ACTIONS:

New Business

4. TOPIC: Video trailer

DISCUSSION:

- Some positions may need to be swapped around (no prototype, different way of filming, etc)
 - No physical prototype, all digital, Marianne will take lead on graphics for it.
- Style
 - Mostly or all digital with simple moving graphics
 - Lore at the start, then describes mechanics (maybe in vague terms)

ACTIONS:

5. TOPIC: Rule book formatting**DISCUSSION:**

- Lucas has been working on the rules, Kat has been working on the layout
 - Using art from both Marianne and Ash
 - Adapting the rules Sam wrote
- Every page a description of the character
 - Maybe have it be in the card description section
- Lore for all parts of game
- Overview at the start, What components, Basic overview of gameplay
- FAQ mandatory

ACTIONS:**6. TOPIC:** Dates**DISCUSSION:**

- When do we want the video trailer done by
 - Done by 3rd
- Webpage mostly done by 5th (Just waiting for final pdfs. Design and layout all done)
- When should the rules (not the rule book) be totally finalized
 - Finalized by the 1st
-

ACTIONS:**7. TOPIC:** Playtest (optional)**DISCUSSION:**

- No time.

ACTIONS:

June 24 Meeting Minutes

Where: Zoom
When: June 24
Time: 7:00

Members Present: Ash, Kat, Lucas, Sam, Marianne
Regrets: N/A

AGENDA:

1. Review agenda
2. Review previous minutes
3. Old business
4. Playtest tile placement variation

1. Review Agenda:

- Agenda accepted/declined

2. Review Minutes from Previous meeting.

- N/A

ACTIONS:

3. Old Business

- Relooking over website and rulebook
 - Everyone has access to both to make minor edits and check in on it
 - Everyone will look over and edit them in more detail at a later date

ACTIONS:

New Business

4. TOPIC: Playtest (no hand tiles)

DISCUSSION:

- We want to go back to the random tile placement and get rid of the hand tiles
 - We do need to heavily modify cards, both trap and critter cards
- On Wednesday we will playtest with some new cards
- More notes are in the playtest log 24/06

ACTIONS:

June 26 Meeting Minutes

Where: Zoom
When: June 26
Time: 7pm
Written by Ash

Members Present: Ash, Sam, Kat, Lucas, Marianne
Regrets: N/A

AGENDA:

1. Playtest ruleset 5
2. Attempt to finalize traps and critters
3. Solidify wording on cards
4. Finalize how to hand in the game (Print and play, playing cards.io)

1. Review Agenda:

- Agenda accepted

2. Review Minutes from Previous meeting.

- Snake has been taken out for this playtest

ACTIONS: N/A**3. Old Business**

- Critter and trap cards revamp
- First player balancing

ACTIONS: N/A**New Business****4. TOPIC: Playtest Ruleset 5****DISCUSSION:**

- Should ferret also let you put things through walls?
- New tile rule (paths don't have to be connected to current one) is busted on whoever gets to the middle first
- Change the number of tiles ppl at the middle can place
- Player-disrupting cards were used frequently
- Player 1 started and player 2 ended giving P1 another turn(change wording so everyone gets the same amnt of turns)
- Lucas ended early because she had nothing to do (bad path)
- No one used the spider

ACTIONS:**5. TOPIC: Attempt to finalize traps and critters****DISCUSSION:**

- Spider can be used for ruining someone's path
- Butterfly: how it works (Do you end your turn on a security or just use it on one)
- Spider for everyone but you or including you?
-

ACTIONS:

6. TOPIC: Solidify wording on the cards
DISCUSSION: <ul style="list-style-type: none">- Add the intricacies on the rulebook and try to keep the cards brief- Slippery can trigger security but not traps
ACTIONS: