Meeting 1

All members present, Discord meeting
Agenda: Icebreakers, learning schedules, going through each person's brainstorm list and organizing Notion + Discord server
Notes:

- Start 3:06pm January 30 2025
- Possible ideas
    - Dony's Shooter (line of sight system, 3d printed pieces)
    - Nikola's Trains
    - Lillian's Space
    - Temperature game
    - Khiem's Home-coming cat
    - James Cam A Walk Around the Park
- Dice: d20 and d8 combo
- Implement: ideas from our favourite shooters into tabletop format.
    - 2 weapon slot, 1 grenade slot
    - Random weapon cards?
- Ended 4:14 pm January 30 2025, Total time: 1h 8 minutes

Meeting 2

All members present, Discord meeting
Agenda: Discussing basic pillars of game, and other games that we are interested in taking elements from (Battlefield, Chess, etc).

- Start time 2:31pm February 6th 2025
- Capture zones
- Point difference to win
- Multiple troop/unit types
    - https://boardgamegeek.com/boardgamemechanic/2015/variable-player-powers
- 2 players

EXTRA IDEAS:

- Unit cards with set stats and an ability. Random weapon cards.
- Multiple gamemodes?

Meeting 3

All members present, Discord meeting

Agenda: Combine ideas on movement, aiming, RNG, and strategy, talk about individual responsibilities and how we want to complete the assignment by splitting up parts

- Start time 3:10pm February 13, 2025
- https://donywang922.github.io/sandtable web/board_test.html
- Combining ideas that we worked on last week
- Big Questions
    - Should movement be allowed multiple times
        - Likely not
    - Should we introduce vertical movement- does this constitute extra moves?
    - RNG involving accuracy?
- How to count partial damage (if using)
    - hats on units? folding cards?
- End Time: 4:14pm

Meeting 4

Dony Wang missing, Discord meeting

Agenda: First playtest, organize rules formally and discuss overall mechanics and how the units merge together, organize feedback forum

Khiem's note: The dice determines the number of units we can move; The tank unit occupies 2x2 squares; Each team has 6 units: 3 assaults and 1 for 3 other types; Need to nerf the range of the sniper; No height, and variants type of units

2/18 at 3:30 started playtesting first game

- Added rules:
    - D6 to determine number of units able to move
    - All units able to move 8 directions (cardinal + diagonals)
    - Board scaled down to 20x20 with a few obstacles but not as many as originally suggested
    - Units **have** to move number of units in rules
    - Two of each sniper and soldiers, one engineer and one tank
    - Each zone 9 squares
    - You have the option to either move or attack, cannot do both with the same unit
    - Middle zone capture ONLY for one turn
    - There are 4 types of units: Tank, Mechanic, Sniper, and Assault. Currently, there are no card, and variants of a unit types.
- Notes about gameplay
    - A lot of set-up in the beginning, but allows for personal strategy

- ○ Must playtest to determine how fast a game can end and also if a game can end in a stalemate
- ○ Sniper is a BIT crazy in range- maybe scale down a bit?
  - ■ Or maybe implement some nerfs, scale down to 8 = range of the tank
- ○ Range scale down for sure nerf i

Meeting 5

All members present, Discord meeting

Agenda: Get started on theming and lore for game, splitting up creative/art roles in the game and formatting final submission, planning first in-person meeting for the week of 3/2

- ● Start time 2:45pm feb 27th
- ● Discuss meeting in person Thursday Mar 6
- ● Discussed Rebalancing and simplifying the game
  - ○ Possibly adding cards for random effects
  - ○ Possible dice roll to hit opponents
  - ○ Possibly buff tanks up to 3 health
  - ○ Beaver with wooden Bomb?
- ● Finalized draft 1 rules
- ● end 4:18. 132 minutes

Summary
- - We are working on finalizing roles on thursday at our in-person meeting, but for now we have decided for each of us to work on what we feel most confident/adept in
- - Lily will be working on art/lore for the game
- - Dony has been programming resources to test-play game online and webpage ideas
- - Khiem will be working on the video and editing
- - James will be working on flowcharts and quantitative analysis
- - Nikola will be working on the rule book and some other writing analysis parts of the assignment
- - Overall, we will all be collaborating and providing feedback for all aspects of the project, but have decided to make 'leaders' in each part of the assignment to make sure everybody is aware of what they are in charge of.

Meeting 5

All members present, Physical meeting
Agenda: First in-person playtesting, starting organizing rules and looking at lore/thematic backstory
- ● Start time 2:00pm Mar 6

- First playtesting using board and pieces, discussing board size and scale
    - Board officially 25x25
- Rescaling range and movement of characters
- Measuring playtime length and flow/loop of gameplay
- Introduction of additional zones and units
    - Addition of two more capture zones to make use of more of the board instead of just the center and introduce more interesting strategies
    - Increase of units from 5→8 to fill out board better and lengthen the playtime of the game

Meeting 5

All members present, Discord meeting
Agenda: Work on written portions of the submission
- Start time 2:30pm Mar 13
- Delegating roles/parts for written submission
    - Dony: Website, video
    - Lily: Art/visual gallery, lore, pillars and short summary
    - Nikola: Lore/thematic backstory, tradeoffs
    - James: Game dynamics, video, flowcharts
    - Khiem: Quantitative analysis, rulebook
- Beginning collective work on written portions based on how our playtesting last week went
    - Finished rough draft of pillars, lore, summary, and flowchart
    - Went over rules and drafted official version

Meeting 6

All members present, In-person meeting
Agenda: Film video portions, finish up final details on written portion submission and last playtest with power-ups
- Start time 12:00pm Mar 20
- Proper playtest with official board and pieces, as well as power-ups
    - Powerup option to either kill one unit on the board or revive one unit on the board
        - To lengthen and to make gameplay more interesting/involved
- Filming of video scenes for final video submission
- Re-reading of rules and final touches on other written portions
- Altering tradeoffs and quantitative analysis according to last playtest
- Finish time 3:00pm