

Group 14 Assignment 3

Minutes 22/04/2019 7.30pm - 8.30pm (Australian Eastern Time)

Attendees: Michael, Lee, Nathan, Nick.

Update from last week:

Tasks allocated from 28/04

- Michael: rest of the intro part done and I'll come up with an outline of the game itself. From there we can work out how characters interact, which is where the moral choice aspect will come into it. (to discuss further next time)

Has done more on intro part and project description and aims. Mapping out the acts and stages of the game.

- Lee: timeframe, sound design, roles section.

Timeframe and roles done

- Nick: Position descriptions for skills section

PDs done

- Cory: tools and testing sections

Has been working on this throughout the week and gathering info from group on Discord

- Nathan: Timeframe, Risk section

Risks section done

- Harry: Career Plans

No update.

Discussion Notes

Landscape section discussed.

Michael will write based on assignment 2 and asked for info from the group on other sources of info re: this.

Other games mentioned:

Papers please

Orwell

Dragon Age Origins

Mount and Blade Warband

Uplink

Life is Strange

Timeframe/Scope discussion

Break it into phase one/two.

Phase one - testing and demo.

Nathan suggested Create a small demo to test weight and effect of this style of moral choice on randoms. Ask questions and get feedback.

Michael suggested using a scene from later in the game at a critical part of the game.

Next few weeks to be building the dummy version. Text based, 2d or in C.

Michael will write a scene for this.

The feedback and information will guide where we take the decisions for the whole project.

Rest of story arc can be done as overall without full on script detail requirements.

Presentation Draft Discussion:

Nathan going to work on video editing and script draft.

Suggest we make it like a teaser trailer pitch highlighting features, point of difference.

What's been done, planning for next stage of development.

Use some stock footage of waves, a ship etc.

Tasks Update

- Michael:
 - continue to work on intro/overview stuff

- Will work on the staging and characters for this week, and see if I can write a short scene.
- Lee: update timeframe sound design, write up Scope section for report.
- Nick: working on some HUD/level design/graphic elements for presentation
- Cory: tools and testing sections (continued)
- Nathan: draft presentation script and video for submission next week
- Harry: Career Plans (continued)

Everyone to keep communicating on Discord, ask questions and for help if needed.

Next Sunday draft presentation due so continue to communicate during week.