

Meeting 1

Agenda

Optional File/Links

Brief Introductions

📁 File

Ideas Brainstormed

☰ IAT 210 Solo Ideation As...

☰ IAT 210 – Inbox Zero

☰ IAT 210 Exercise 1

☰ Discussion Idea For Ide...

☰ The Emperor's Table

Ideas to Look Further Into

📁 File

Jun 7, 2025

Meeting Logs

- First meeting (Discord) – June 7, 8pm
 - Attendance: Everyone
 - Progress: Each idea from the ideation exercise has been reviewed individually by the group, vote will start soon for what to proceed with.

Project Updates

June 7, 8–9pm

- We are going to add more ideas. Everyone will read through all the game ideas, and at the end of June 11th, we will vote on which 2 ideas that we will proceed with those two ideas in a prototype phase.
-

Challenges and dependencies






- –

Next steps

Action items, June 7, 8-9pm

- ☐ Read through ideas again
- ☐ Decide on two games to prototype by June 11th
- ☐ Prepare to set up a call with Prof to ask questions/clarify
- ☐ Someone will send a link for everyone to add their availability such that we can schedule our following meetings

Votes

Idea	Votes (insert + emoji to vote)
 IAT 210 Solo Ideation Assignment Son...	+++
 IAT 210 - Inbox Zero	++
 IAT 210 Exercise 1	++
 Discussion Idea For Ideation Share IA...	+++++
 The Emperor's Table	+

Meeting 2

Notes

Agenda

Optional File/Links

Decide on game to prototype

📁 File

Discuss timeline

📁 File

Divide tasks

📁 File

Jun 14, 2025 8:00 PM

Meeting Logs

- Second meeting (Discord)
 - Attendance: Everyone except Joshua Xu (busy)
 - Progress: Going to create structure of the prototype for one idea, tasks listed & divided below.

Project Updates

- We are doing Barista Betrayal for now
- Reach out to each other for extra help if needed

Challenges and dependencies

- -

Next steps

Action items

- ☐ Start working on tasks for Barista Betrayal prototype so we can get TA feedback
- ☐ Submit this before June 22nd

Topics for future discussions

- TA Feedback Jun 22, 2025

Tasks Division:

Meeting on (June 20th, 2025)

Frank

Sonakshi

Gursewak

Josh

Nealle

- A short paragraph contextualizing the game in terms of similar games you drew inspiration from.
- A statement of your three game pillars (for example: What, How, Why), one sentence per pillar.
- Thematic backstory (characters, storyworld, premise of the action etc.).
- The Rule Book (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page)
- Flowcharts (please look ahead to the Flowchart lecture in Week 11 for an understanding of how these are made) showing game the primary mechanics outlined as a logical structure tree (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page).
- A quantitative analysis of game balance, showing how probabilities and other design factors were used to achieve a balanced outcome (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page). For example, in play testing the game, you may have made discoveries about probabilities that had to be adjusted to make for more fair or interesting gameplay, so you can discuss intentional changes made to the quantitative aspects of the game. You can also discuss other quantitative items, such as how long a full game play takes (e.g. start to win), average time taken per turn, ranges of scores (high-to-low), probabilities for certain cards to be drawn compared to die rolls, etc. Every game will be a bit different, so the goal here is to present a quantitative profile of your game, and how you used quantitative information in your design process to make a better game. Let sonakshi know if you need support.
- A description of trade-offs and dilemmas that emerge in gameplay

Fourth meeting was today: (June 30)

A short paragraph contextualizing the game in terms of similar games you drew inspiration from:

If you have ever been to a coffee shop during peak hours, you have probably seen how stressful it can be for the baristas. So many people are coming in and out of the shop during this time, and it can be hard to keep track of everyone – even as a customer observing. As a barista, it can be tough to balance all of the orders coming in while also having to take even more at the same time! On top of that, you have to make sure each one is made correctly, because customers can get pretty cranky when their drink is wrong. Some of the orders are complicated, and some of the names can sound really similar, but baristas somehow make it all look easy. In *Barista Betrayal*,

we wanted to recreate that hectic environment; with a twist of sabotage. While the game didn't take direct inspiration from any specific board games, it shares a lot in common with a board game called *Mafia*. Both games rely on secrecy, as no one knows each other's roles (except for the order taker), and both involve deceit as well as potential strategic bluffs, especially from the "bad" player trying to stay hidden. The difference is that *Barista Betrayal* adds a memory element, where the strategy isn't just about pointing fingers, but about sneaking in sabotaged orders without getting caught. It also uses fewer roles, keeping a narrower focus and encouraging more fast-paced gameplay.

The three game pillars:

WHAT

Hidden roles in a hectic social setting — the game centers around identity concealment, quick thinking, and order-matching in a fast-paced coffee shop environment, combining light memory with deduction.

HOW

Tension through imperfect information and limited communication — players must track customers, guess order matches from partial context, bluff or deduce intent, and use scarce challenge resources carefully, all while interacting under time or social pressure.

WHY

To create suspenseful, high-stakes fun where trust is fragile and every action has weight — the game aims to generate emotional spikes through surprise reveals, false accusations, and satisfying detection, encouraging replayability and dynamic group interaction.

The Rule Book:

Roles

There are **three** roles in the game:

- **Order Taker** (1 player):
An honest player who acts as the dealer and manages the order flow. They:
 - Draw cards from the order deck and announce them.
 - Decide when to temporarily stop taking orders (within certain limits).
 - Track the number of matches and call out dishonest behavior.
- **Honest Baristas** (3+ players):
 - Try to fulfill drink orders truthfully by matching customer cards to visible orders.
 - Track the number of matches and call out dishonest behavior.
- **Dishonest Barista** (1 player):
 - Secretly tries to sneak in fake matches and sabotage the team's success.

How to win

Honest team wins if:

- They correctly identify the Dishonest Barista (*but only get 2 guesses*), **OR**
- There are more than 8 honest matches on the board by the end of the game (fewer than 4 dishonest matches out of 12).

Dishonest Barista wins if:

- They successfully place **4 or more dishonest matches** on the board, **OR**
- The honest team uses both their challenge guesses and gets them wrong.

Before the game starts

1. One player volunteers as the **Order Taker**.
2. The Order Taker shuffles a set of cards (equal to the number of baristas minus one) from the Customer deck and adds the **Sabotage** card to the mix.
3. Each barista receives one face-down card to check their role.
4. Baristas keep their card off to the side face down so that no other player knows their role.

How the game works

The game starts with the order taker and loops in a clockwise fashion through all the players.

On the Order Taker's Turn:

- **Draw and announce** a new order (e.g. *"Latte for Jake"*) and pass it along to the next player (along with any other cards that may have been given from the previous player if applicable).
- Or choose to **stop** taking new orders (starting only after at least 6 unmatched orders are present).
 - *You can't skip two turns in a row.*
 - *Skipping a turn removes one match from the board (chosen at random).*
 - This could be a **genuine or dishonest** match — adding a layer of risk.
 - If there are no matches on the board, you **must** take an order.

On a Barista's Turn:

- Draw a **Customer card** from the deck.
- If the name **matches an existing order's customer**, call out the drink (e.g. *"Cappuccino for Molly"*) and:
 - Place the matched pair **face down** on the board in a match slot.
- If no match exists:
 - Place the customer card at the **bottom** of the deck.
 - Pass the remaining unmatched orders to the next barista.

The **Dishonest Barista**, however, can lie – calling a false match between a customer and an order to secretly add a dishonest pair to the board.

Challenge Mechanic

- The Order Taker and baristas may **challenge a suspicious match** by spending a **Challenge Token**.
- They only get **2 total tokens** for the whole game.
- A correct challenge immediately wins the game for the honest team.
- Two incorrect challenges means the Dishonest Barista wins.

A description of trade-offs and dilemmas that emerge in gameplay (Nealle)

1. **Challenge Timing vs. Certainty**

- Dilemma: When should the team use one of only two Challenge Tokens?
- Trade-off: Early challenges might catch the saboteur quickly, but risk wasting a token on a guess. Waiting too long increases the number of hidden matches. But holding the token longer might be beneficial since players can gather information about the saboteur.

2. **Order Taker: Take Orders or Stop?**

- Dilemma: Should the Order Taker continue taking new orders or pause to reduce confusion?
- Trade-off: More orders mean more chances to create honest matches — but also more cover for the Dishonest Barista to sneak in a fake one. Stopping slows the game and risks removing a good match at random.

3. **Dishonest Barista: Play Safe or Sabotage?**

- Dilemma: Should they pretend to be helpful or make bold dishonest moves?
- Trade-off: Playing safe keeps suspicion low, but wastes turn. A risky fake match could secure a win — or provoke a challenge and end the game.

4. **Baristas: Speak Up or Stay Silent?**

- Dilemma: Should a barista question a suspicious match openly?
- Trade-off: Voicing doubts could help gather consensus for a challenge — or make you look suspicious if you're wrong. Staying quiet avoids drawing attention but allows sabotage to go unchallenged.

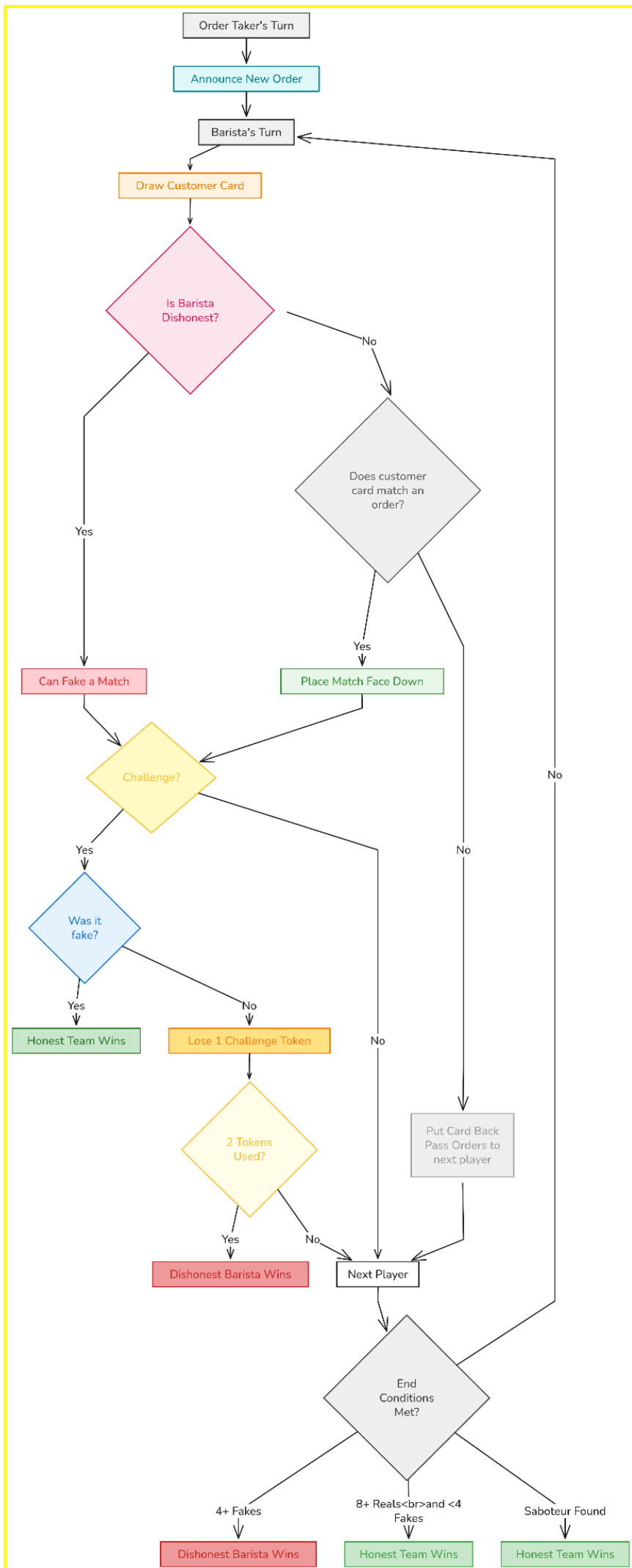
5. **Match Memory vs. Card Management**

- Dilemma: How well can players track all announced orders and potential matches in their minds?
- Trade-off: Paying close attention for dishonest behaviors can make the team closer to identifying the saboteur. But if too many cards circulate, even honest players may make mistakes that look suspicious, this can lead to them being falsely challenged.

6. **Using Honest Matches for Cover**

- Dilemma (Dishonest Barista): Should I make a real match before lying?
- Trade-off: Doing so builds credibility, but it also advances the honest team's win condition. Delay too long and you may not place 4 fake matches in time.

Flow chart



Quantitative Analysis

Things to Consider

- Game Balance
 - Probabilities in our game (how likely to get X card)
 - What design factors did we use
- Play-testing
- Lengths of the game (start to win) + (time per turn) +
 - Playtests have not occurred yet, but we will use the average of 2-3 runs as the length of the game.
- Economy:
 - The Roles - what are the chances of being Dishonest Barista
 - The Cards - what are the chances of drawing a card matching a Honest Barista

Thematic Story:

Core Characters:

- **Tessa:** 21 yr old college student majoring in Psychology and Statistics who loves all things creative! Art, cooking, baking, photography, and more. She is truly multi-talented and loves getting to know others. An excellent small-talker, she lights up everyone's day and has excellent customer service.
- **Marco:** A former nightlife bartender who traded late-night cocktails for early morning cappuccinos. He is calm under pressure, rarely cracks a smile, but secretly crafts the best matchas and lattes. He's the type who speaks with few words but always remembers your usual.
- **Ms.Kowalski:** An early retiree, she used to teach high school chemistry. While she had initially picked up a barista gig at the local cafe "just for fun", she decided this was her passion after teaching and switched entirely. Her chemistry expertise aid her precise drink-making skills. Espresso shots are measured like titrations and her witty remarks are bound to make you at least a little scared but impressed.
- **Emraan:** A personal trainer by day, he picked up a part-time barista job to pay for sports nutrition courses. He's high-energy, competitive, and secretly loves experimenting with vegan baked goods on slow shifts. He might lecture you about your protein and caffeine intake, but most people ignore him and instead focus on his unfortunate jokes.
- Can create own personas/characters or pick an existing one. No matter the personality, anyone could be the bad barista.

Aesthetic:

- Cozy cafe, something similar to Starbucks. Dark wooden interiors, furniture, leather couches, soft cushions, a fireplace in the winter, and open windows and patio in the summer. All gamepieces will be in this theme and thus a particular dark brown, black, dark green, off white colorway with other elements as needed.

Backstory:

- It is a rather normal day, modern time period setting. The cafe is located in a bustling street in New York city. Customers come from all walks of life similar to the baristas, however, despite the daily laughter and energy that fills the cafe, one barista in particular has aspirations of taking over the cafe for themselves.
- They work hard on every shift, plan ahead for specials, and hope to be promoted to executive level.
- However, sadly, this barista isn't as righteous as they seem to be. They are willing to sabotage their own coworkers just to steal the spotlight for themselves.
- As they embark on this mission, innocent customers get caught in the crosshairs with wrong orders and growing frustrations.
- Can the other baristas identify and stop this hidden perpetrator?

Template

Notes

Agenda

	Optional File/Links
Brief Introductions	📄 File
Ideas Brainstormed	📄 File
Ideas to Look Further Into	📄 File

Jun 7, 2025

Meeting Logs

-

Project Updates

Date

-
-

Challenges and dependencies

- -

Next steps

Action items

☐☐

Topics for future discussions

- Add topic
- Add topic