Meeting Agenda

2021-10-20, 2:15 PM, BH117

Meeting Type	Kickoff, Planning, Design, R&D		
Facilitator	C. Rogers	Attendees	D. Bryant, J. Wasoski
Project	Mental Health Awareness Interactive Experience		

Agenda Items

1. **Why this project matters**
   1. Representation/feeling seen
   2. Explanation to people who don't have anxiety
2. **Other anxiety- or mental-health-themed web games that came before us**
   1. Itch.io
3. **Report on and demo of getting Twine and Javascript to function together (yes! It's possible!)**
   1. Demo
   2. Walkthrough of what Clint's code is doing
   3. Quick overview of draw/update loop for very simple web games
4. **Brainstorm**
   1. What's even *possible*? (Ludum Dare, Itch.io web games made in 48 hours)
   2. If we could make/do/create *anything* (ignoring time constraints and budget), what would that look like?
   3. How can we scale some of these ideas down to fit our schedule?
5. **Getting started with GitHub**
   1. Create account if you don't have one yet
   2. Walkthrough of what it offers us
   3. Walkthrough of TortoiseSCM for Windows users
6. **Tasks for next meeting and adjournment**