

Bedlam: Group Meeting Log (IAT 210: Board Game Project)

Meeting 1:

Location: Online (Discord Call)

Date: October 6, 2025

Time: 10:30 AM

Attendees: Nigel Tan, Saemi Park, Zahra Khosravi, Solomon Wisdom, Syed Ibrahim

Items Discussed:

- 1.) Game Selection & Concept Formation:
 - Each team member presented their Assignment 1 board game ideas.
 - The group discussed potential for narrative depth, mechanical innovation and feasibility for the final project.
 - After discussions, Nigel's post apocalyptic concept was selected, which had a unique blend of resource management and world reset.
 - The working title Bedlam was chosen to reflect chaos, endurance and rebirth.
- 2.) Simplification of Mechanics:
 - Original mechanics were complex and the group agreed to streamline the rules to appeal to more people.
 - Introduced the idea of using dice-based randomization for exploration and events.
 - Agreed on the need for clearly tiered card types (Salvage, Kiseki, Event, and Rēdaz).
- 3.) Role Assignment:
 - The team allocated responsibilities based on strengths and interests
 - **Nigel:** Creative direction, narrative tone and UI.
 - **Saemi:** Web programming, WebGL integration and testing.
 - **Zahra:** Logo, color palette and asset design.
 - **Solomon:** Unity prototype, coding of game loop and dice logic.
 - **Syed:** Game mechanics documentation, quantitative balance and meeting minutes.
 - Established collaboration through Google Drive.
- 4.) Initial Deliverable Planning:
 - Build a MVP featuring dice roll and turn sequence.
 - Begin drafting the thematic tone and visual identity of the game and game world.

- Prepare a rough timeline to track progress toward the submission.

Action Items:

- Nigel (Due: October 10):
 - Draft core statement and three possible thematic pillars (What, How, Why).
 - Begin outlining Bedlam's backstory and define key emotional tones.
- Zahra (Due: October 10):
 - Produce first logo concepts and mood board reflecting the oceanic dystopia theme.
 - Explore AI-assisted imagery to capture possible board and card aesthetics.
- Saemi (Due: October 18):
 - Create an initial website wireframe to demonstrate structure.
 - Choose hosting platform and integration feasibility.
- Solomon (Due: October 20):
 - Develop a prototype in Unity containing.
 - Dice rolling function.
 - Turn based progression system.
 - Placeholder card draws to test pacing.
- Syed (Due: October 12):
 - Design a mechanics table listing game events and resource systems.
 - Calculate base probability sets for dice and event triggers to inform future balancing.
 - Keep track of meeting minutes and create and submit them on time.

Meeting 2:

Location: Online (Discord Call)

Date: October 13, 2025

Time: 7:00 PM

Attendees: Nigel Tan, Saemi Park, Zahra Khosravi, Solomon Wisdom, Syed Ibrahim

Items Discussed:

- 1.) Progress Review:
 - Reviewed deliverables from Meeting 1 and made sure everyone made progress.
 - Nigel finalized simplified rules and drafted a working game loop diagram.

- Zahra's color and logo iterations were very well done and approved.
- Solomon presented the idea of how basic dice and card draw mechanics would work.
- Syed shared a probability reference sheet and noted needed balancing adjustments.
- 2.) Documentation and Trailer Discussion:
 - Agreed to include a 1-3 minute trailer summarizing gameplay.
 - Discussed what we would like to see for a concept trailer.
- 3.) Shared File Protocols:
 - Confirmed that each member will upload dated drafts weekly.
 - Nigel and Syed to co-manage naming conventions for ease of control.

Action Items:

- Nigel (Due: October 26):
 - Write finalized versions of the game's core statement and three design pillars.
 - Begin drafting the introductory paragraph for the rulebook.
- Zahra (Due: October 26):
 - Refine the logo into final format using consistent typography.
 - Design a banner image suitable for both PDF and website header dimensions.
- Saemi (Due: November 2):
 - Begin connecting Unity WebGL prototype to a test website
 - Create navigation menu and placeholders for visual gallery and trailer.
- Solomon (Due: November 3):
 - Expand Unity functionality to include player turn tracking, simple AI, and transition animations.
 - Start coding the Event Card system for random crises.
- Syed (Due: October 29):
 - Continue mathematical analysis of dice outcome fairness.
 - Design spreadsheet template for future quantitative balance tracking.

Meeting 3:

Location: SFU Library Room (Surrey Campus)

Date: October 20, 2025

Time: 2:00 PM

Attendees: Nigel Tan, Saemi Park, Zahra Khosravi, Solomon Wisdom, Syed Ibrahim

- Solomon Wisdom joined via call.

Items Discussed:

- 1.) Prototype Demonstration:
 - Solomon showcased an updated Unity version with improved responsiveness and resource tracking.
 - The team agreed the pacing of rounds was smooth but required clearer visual indicators.
- 2.) Visual and World-Building Progress:
 - Zahra presented refined card templates for the four deck types (Salvage, Kiseki, Rēdaz, Event).
 - Nigel introduced the narrative prologue “The Waters Between,” which sets the tone for Bedlam’s setting.
 - Visual direction confirmed: “metallic cyan, storm greys and salt white highlights.”
- 3.) Web & UI Development:
 - Saemi displayed a functional website framework with linked sections for rulebooks and gallery.
 - The group emphasized readability, accessibility and consistent UI across the website.
- 4.) Quantitative Balancing:
 - Syed shared tables analyzing dice roll fairness, concluding balanced outcomes across trial runs.
 - The team agreed to incorporate an in game random event generator to test “catastrophic” scenarios/events.

Action Items:

- Nigel (Due: October 25):
 - Write short character bios for players and polish the backstory for inclusion in the rulebook.
 - Refine the tone for trailer narration script to match the game.
- Zahra (Due: October 25):
 - Render three finalized card sets and test readability.
 - Begin working on online gallery page.
- Saemi (Due: October 27):
 - Conduct browser compatibility tests and fix scaling issues.
- Solomon (Due: October 28):
 - Try to implement dice animation.
 - Add a saving system for prototype test data.
- Syed (Due: October 30):
 - Expand quantitative analysis notes and draft visual charts.
 - Prepare preliminary report for inclusion in Week 4 discussion.

Meeting 4:

Location: Online (Discord Screen Share)

Date: October 28, 2025

Time: 6:30 PM

Attendees: Nigel Tan, Saemi Park, Zahra Khosravi, Solomon Wisdom, Syed Ibrahim

Items Discussed:

- 1.) Internal Playtesting:
 - Identified small rule inconsistencies during “catastrophic” events. Made new rules to address the issues faced.
 - We all found the pacing of the game to be what we wanted. Our game mechanics successfully produced tension and excitement.
- 2.) Visual Asset Finalization:
 - Zahra finalized visual assets, including icons, dice symbols and font.
 - The group approved the final visual design for Bedlam’s branding.
- 3.) Rulebook and Documentation:
 - Nigel finalized all written sections (core statement, pillars, rules, glossary). Proofreading scheduled before submission.
- 4.) Flowchart and Quantitative Sections:
 - Saemi completed the primary mechanic logic tree diagram.
 - Syed verified balance data with Solomon’s tests.
- 5.) Trailer Progress:
 - Nigel and Saemi began recording and editing of the first cut of the trailer with motion overlays.

Action Items:

- Zahra (Due: October 30):
 - Organize all design files into for website integration.
 - Create layered PSD templates for backup editing.
- Nigel (Due: November 2):
 - Complete trailer narration and synchronize audio levels.
 - Finalize grammar and tone adjustments for all text assets.
- Saemi (Due: November 4):
 - Integrate trailer, gallery and flowchart into site.
 - Conduct accessibility checks and fix alignment issues.
- Solomon (Due: November 3):
 - Perform balance tuning and rebuild demo with optimized card draws.
- Syed (Due: November 5):
 - Merge quantitative appendix and playtesting log for inclusion in PDF.

Meeting 5:

Location: SFU Common Area (Burnaby Campus)

Date: November 6, 2025

Time: 12:00 PM

Attendees: Nigel Tan, Saemi Park, Zahra Khosravi, Solomon Wisdom, Syed Ibrahim

- Nigel Tan and Zahra Khosravi joined via call.

Items Discussed:

- 1.) Final Documentation Review:
 - Walkthrough of final PDF submission, confirming index, hyperlinks and image resolution.
 - Adjusted layout spacing for consistency with example projects.
- 2.) Trailer Completion:
 - Final trailer concept and rough work reviewed and approved.
- 3.) Quantitative and Flowchart Validation:
 - Syed and Solomon reviewed all numerical data.
 - Verified consistent probability reporting between text, flowchart and gameplay.
- 4.) Team Contributions & Submission Plan:
 - Looked over the contribution chart confirming workload distribution.
 - Planned how we would finalize and submit on November 9, 2025.

Action Items:

- Saemi (Due: November 8):
 - Upload website and verify hyperlinks (rulebook, trailer, gallery).
 - Generate and test public access links for final submission.
- Nigel (Due: November 8):
 - Finalize the trailer and embed within the site and finalize text and visuals.
- Zahra (Due: November 8):
 - Final proofing of visuals and PDF alignment.
 - Adjust brightness and contrast for online display accuracy.
- Solomon (Due: November 8):
 - Archive build files and ensure version control documentation is saved.
- Syed (Due: November 8):
 - Compile all meeting minutes and quantitative reports into a single log.
 - Cross-check submission order and confirm checklist completion.
- All Members (Due: November 9):

- Perform a joint final review and upload website and get everything ready and in order to be submitted.