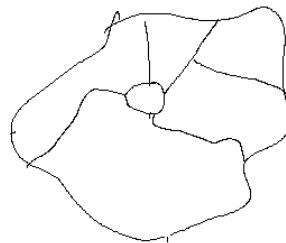


Meeting Minutes Session 3 - Oct 16, 2025

Attendance: John, Jonathan, Karen, Mustafa



Agenda:

- Main game loop?
 - Everyone starts in the middle section (marketplace)
 - Each player roles dice
 - They move any direction they want based on how much they role
 - Could only sell potions in the middle, so players can “intercept”
 - Players want to collect materials for the desired potion that they want.
 - When a player reaches a certain amount of coins
- The map
 - Center area has the market/starting point
 - There is a bunch of resources that players can collect (Think like monopoly money, it isn't physically on the board)
 - Different sections have different materials, harder areas are more difficult, materials here are needed to make the \$\$\$ potions.
 - Tiles have materials specific to their region, negative tiles (get robbed).
- Potions
 - Attack Potions
 - Make other players lose coins, materials ?
 - Potion that helps players (gives extra dice)
- Spaces
 - 5 sections

Dates to meet

- Thursday 23: Finalize the concepts of the game and make potion ideas + divide up tasks
- 23-26: Work on tasks
- Sunday 26: Meet in person to make physical assets