

## Meeting Minutes Session 4 - Oct 25, 2025

Attendance: Mustafa, John, Karen, Jonathan

### Agenda:

- Mustafa, John, Karen, Jonathan

- Assigning roles for tasks

#### Later

- A large banner image showing the game board
- The game's title
- A short and (briefly & clearly expressed) core statement (one sentence)
- A board game trailer (search for examples on YouTube to emulate), under 3 minutes long. The video can be as simple as a TikTok style video, and doesn't need to be highly produced. Do the best you can with your team's video production skills.
- Playtesting log: this should show what you learned during playtesting and how you revised the game based on insights gleaned (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page).
- A description of the main game Dynamics (i.e. successful strategies that emerged).
- A description of trade-offs and dilemmas that emerge in gameplay.
- A description of how long a typical play session lasts.
- The last part of the submission needs to detail exactly what each team member contributed to the project, beyond general ideas or conversation. A record needs to be produced of exactly which game deliverables were worked on by who and by approximately what percentage, in case a dispute arises as to the fair assignment of the grade to each team member (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.
- A visual gallery of all the game components other than the main playing board (e.g. cards, dice, pieces representing players, etc.). It is ok to use generative AI platforms to produce visual elements for your board game. (Save stuff for later)

#### Now

- 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 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).
- Making a board
- Make cards (People can recommend ideas), figure out sizing on paper to print onto regular sized cards
- Making player pieces
- Designing some physical currency

Stuff: Looking here for inspo:

<https://sites.google.com/view/dungeontournament/visual-gallery>