

## **Meeting Minutes Session 1 - Oct 2, 2026**

### What did people do for Exercise 1

- John: Build a Cat Statue. Premise of the game is that you solve problems to build a cat statue. First to build the cat statue wins.
- Jonathan: Transit game, players would traverse a map on a board and face obstacles on the way, first to the end wins.
- Mustafa: Turn based Boxing card game, where 2-4 players where one player defends and other attacks. The player with the highest health wins.
- Karen: Potion-Making Board game (collect materials to craft potions)
- Tim: No show

### Ideas

- DCG, Board game (war games, city building ), fighting games

### Kanban Board

- Send github user names, I (john) will set up the board and we can get general ideas on there

### Board Game (Karen's Potion Idea)

- Easy for rule book
- Have potions with effects to hinder other players

### Establish a Timeline

- Oct 2
  - Come up with an idea
- Sun 5 @ 5-6pm / 10pm
  - Share mechanic ideas
- Oct 26 (Due Date)

### Rules and Mechanics

- Win Conditions
  - 1.
- Theme
- Board:
- Resource management
- Competition / Cooperation dynamic?

### To-do

- All: Do Rules & Mechanics
- John: Github
- Jonathan: Someone hand it in