Meeting Minutes Session 2 - Oct 9th 2025

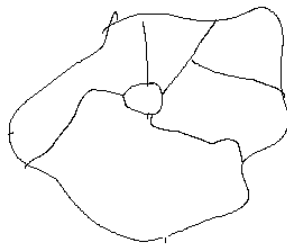Attendance: John, Jonathan, Karen, Mustafa

Agenda
- Discuss core mechanics of game
- Github access and set up of plan moving forward
- Email prof about absence for team member Tim (announcement)
- Establish next meeting time (virtual/in-person?)

Game Mechanics (Base stuff)
- Format
    - board game that circles around = no end point on the board (ending is decided by who obtains a set amount of coins first)
    - player pieces. - "wizards"
    - dice - determines space movement on board
    - coins - currency in-game (winning factor)
    - board spaces with "actions
- Board spaces
    - resource space (draw card from resource card pile)
    - library space (draw card from recipe card pile)
    - craft space (players get the chance to craft potions with recipe cards)
    - quest space (draw card from quest card pile)
    - market space (draw market card and the player gets a chance to "buy something" using the card - must use immediately -> card gets reshuffled when players turn ends)
    - tavern space (all players get a chance to sell/trade with each other for other cards/coins)
- Card mechanics
    - resource cards (materials used to craft potions)
    - recipe cards (recipes requiring materials to make potions)
    - quest cards (potion requests from "clients", completing them gives players coins)
    - potion cards (players get the card in exchange for the recipe card + resource cards needed for potion)
    - market cards (a small list of random resources players can purchase using coins)
- The main game
    - players will use their character pieces to navigate around the board. They advance the game by rolling a dice (in order)
    - Players start with 3 resource cards drawn from a resource pile and 5 coins.
    - players are only allowed to trade with other players while someone is on a tavern space
    - the winning amount of coins can be set by players to adjust the length of the game

<u>Ideas</u>
- Win condition
    - Points (coins), first to get 20 points.
    - Players have to accumulate points.
- PvP aspects?
    - If players meet on a tile, then they can "fight"
        - Most potions are the same tile , attack, steal, stun, etc.
        - Some potions are ranged but deal less 'damage'
    - They can use potions
        - If you get attacked and you have no coins, your turn gets skipped
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- Board with forks in the road
    - Players start in the same spot (choice on where to move to)
    - Some center area to do all the stuff
    - Potions would have a tile range?
    - Certain areas are more difficult (higher risk - higher rewards)

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