Meeting Agenda

Date: 2017-03-23

Chair: Hampus Carlsson

Participants: Hampus Carlsson, Edvin Meijer, Emil Jansson, Jesper Blidkvist

1. Objectives (5 min). Resolve any issues preventing the team to continue.

- We need to write down the documentation of our first meeting

- We need to decide on a weekly meeting schedule.

- Write use cases

- Decide game design

2. Reports (15 min) from previous meeting

- Since the first meeting a lot of basic tasks such as creating the basic project and the associated git repo have been performed by various group members.

-There has also been some general discussion regarding the overall software architecture and how to structure the actual code of the project.

- We have discussed specific game mechanics. This still needs additional work.

- GIt repo layout has been changed. We now have different folders for ex project, scripts, meeting docs.

3. Discussion items (35 min)

- Our schedule allows us to have meetings at Thursdays after lunch between 13:00 and 14:00. This is appropriate because it allows us to discuss directly after the meeting with our mentor.
- Mondays is also a good day for meetings. The group agrees that 08:30 is a good time.
- We discuss win objectives for both the evil and the good. The good should either stop the evil or wait for the timer to run out. We decide on this because we need a basic goal. Other win conditions may be added in the future.
- The amount of machines on the map has to be decided. One machine in the middle of each outer wall for now.
- The map should maybe from the beginning be a flat and open map. In the future while playing around with our map editor in blender we will make other more advanced map prototypes.
- We have different ideas of effects for destroying machines. One idea is that we should have a map that when taken close to the machine reveals that is has been destroyed. The other idea is a sound and visual delay of showing that the machine has been destroyed. Another idea is that the good guys should have a view radius

that allows them to see changes directly. We could use the Intractable interface. Invisible view radius aka invisible lamp. This could be bad as the bad guy will not be able to see where the discovery lamp is.
- Otherwise the lamp could be more of a spotlight that can be moved using buttons placed on the map. The spotlight can also be controlled with npcs.
- We want to avoid button mashing mechanics as this will maybe reveal who is who when playing the game. To make it harder for cheaters.
- Machines can be sabotaged. This could also happen if the machine not has been served in a while. Ais can also repair machines but the countdown timer for them will not be reversed for them.
- A destroyed machine can not be repaired.
- We could have more machines than the amount that has to be destroyed. 7 machines and 5 has to be destroyed.
- Two good guys close to each other will make the controllers of those two players to vibrate.
- Players should know if they are good or bad in the beginning of the game.
- We need a way to catch the bad guy. Maybe two players have to catch him by pressing some button.
- We have to hurt the good guys if they try to catch someone that is not the evil one.
- We have some different ideas about how the npcs in the game will be walking. We have to find a idea that fits us all.
- We should discuss ai and map editor at a later date.
- We should keep things simple at first. Then make it more advanced. This will allow us to feel some accomplishment and get a working prototype faster. Therefore the way to catch the evil guy for now will be to just press a button one the controller while standing next to time.
- The workers could just stop working when the catches the wrong evil guy multiple times. Therefore ending the game. A strike.
- We could have some sort of scoreboard for the game. A scoreboard that keeps the amounts of wins that the players have in the current session.
- We talked a bit about a name for the game. But decided that we will not decide that today.

4. Outcomes and assignments (5 min)

Outcomes:

So we have decided on our first gamemode and it will include these criterias.
The supervisors are the players defending the factory.
The saboteur is the player trying to destroy the factory.

-Winning condition for the supervisors; time is out, and they’ve catched the saboteur.
-Winning condition for the saboteur; sabotage 5 machines, the supervisors catch a NPC 4 times.
-Delaymechanic for sabotaged machine: A sound that is direct and a spotlight that is controlled by any character that will detect the broken machines. (Red spotlight??)
-Theme is a “steampunk” factory with 7 machines that are the objectives. Brown colours and

a fog?
-A general timer that shows the time remaining of the round.
-All machines need to be maintained in a certain interval of time, if not maintained they will break and be in the same state as a sabotaged machine.
-The players know who are the supervisors and who is saboteur (which player not the actual character).
-The supervisors can arrest a character (ability) that they think is the saboteur. If they fail 4 times the saboteur wins.
-Lights out escape ability for the saboteurs that will black out eg. ⅛ of the map around the saboteur.

Assignments:

-EMIL: Write a list of all use cases.
-GROUP: We as a group will fill in all use cases based on the layout we have received.
-GROUP: We shall fill in the document for our first meeting.
-JEPSER: Research libgdx docs.

Due till monday 27th of mars.

5. Wrap up

Next meeting we want to discuss:

- Uml for codebase.
- Blender map editor.
- Rad and sdd documents.

Next meeting will be 08:30, 2017-03-27.