**Jan 19, 2022**

We introduced ourselves and our roles to Jake

Gus was given a tentative sound design role, but an external collaborator was suggested to fill gaps.

**Mentor Questions**

* Do we have a set art style?
  + We know where it’s going and want to deliver this by Friday 1/21
* Can you explain the core loop of the game?
  + Being at home, cooking for yourself, getting ingredients
  + “Creating recipes in order to expand your knowledge and create more recipes”
    - Offered response: You find a recipe, you cook a recipe, and you expand upon that recipe for more recipes
* Are you prepared to cut aspects of the game for Scope? What are they?
  + We have talked about priorities
  + The emphasis on monetary exchange is something we have discussed leaning less heavily into
  + The extraneous game areas
    - All above are to be considered stretch goals
* Is this using Unity 2D?
  + Yes
* What is the emotional-aesthetic goal of this game? What is the player meant to feel?
  + Learning how to cook
  + Exploration of cuisines
  + Reward loop of improving in game skills
  + Narrative side needs development into a centralised story
    - Growth and Friendship (?)
* Are you actually going to make the recipes yourself from real life recipes? Are they true to life recipes that one could make in the real world?
  + It’s not as intimate as how everyone cooks their own version of scrambled eggs, but it is decently involved
    - Lots of opportunities for nuance, almost to a fault
* Production Plan?
  + We have it
    - Needs version numbers at header
  + DevOps Demo’d
* **Received Praise! We are on track**

**Jan 26, 2022**

* Perfect Attendance Award!!!
* Where’s the game at?
  + We are on track for implementation and playability for a playtest
* Let’s see what you have, can I see a playable build?
  + Yes, but who will play it for the playtest tomorrow?
    - We need to find someone external to ourselves and the teaching team to be ready to play our game at section tomorrow
* What did everyone work on?
  + Gus, Production busy work
  + Emily, Assets
  + Jesus, Assets
  + Israel, Writing on character backstories and context info, and research
  + Rayna, drew art part of UI and brainstorm UI
  + Evan, Scene setup and data and aided in general implementation
  + Fernanda, Worked with Rayna on UI and implementation of UI
  + Moises, Player movement toward mouse and work with Joe on systems design
  + Ian, Production slack pickup, design choices for art and software
  + Joe, Worked with Moises, Evan, Yuhong on various coding issues, appliance interaction
  + Charles, Pause menu and pause/quit functions
  + Yuhong, Timer and worked with other programmers on integration and implementation
* **Setup folder for playtest TOMORROW**
* Get screenshots ready for class discord on saturday in appropriate “screenshot saturday” channel

**Feb 2, 2022**

* Addressing issues in regards to direction and feedback on task management
* Reviewed gameplay prototype
  + “Does the game have set directions for controls?”
    - Add?
* Split Deliverable Grades coming out soon

**Feb 9, 2022**

* Playtested
  + Thought hotbar numbers were quantity
  + “What do I do” uttered at figuring out how to mix
  + Control guide needs updating
  + “This game could definitely benefit from extra tutorialization”
    - Potentially having a team member “Running” the tutorial by speaking the player through it
  + “Being able to combine everything and actually make something felt really cool”
  + Down the line, experiment with the store generating stock every day and sticking with the stock for that day. It’s ok that it changes, but it should not every single time

**Feb 16, 2022**

* “When’s that playtest happening?”
  + This week
  + Playtesting is important for large scope and for nailing down specific issues
* Going over recap
  + Refine features you have, “add polish and juice”