**Thirteen South Meeting Minutes**

February 5th, 2020

Minutes

Thirteen South

February 5, 2020 2pm

Present: Joe, Tam(Recorder), Jiho, Herman, Justin(Chair)

Absent: N/A

1. Approval of Agenda  
   Agenda was approved
2. Previous minutes  
     
   N/A
3. Progress Reports on past meetings items  
   N/A
4. New Work:  
   Herman wrote up the game mechanic/feature to be implemented in the final product. Tam goes over the mechanic written down. He is pleased with the proposed game mechanic by the group. However, he mentioned that there will be some learning curve to get the mechanic functional.  
   A small note as a group, we mutually agreed not to implement a mobile application to the game  
     
   Layout  
   Jiho got the group back on track with the layout. Jiho explained most of the UI will be static such as the user status, map, and skill/ability. Joe asked about the health bar and if it will be reset every fight when the user returns out of the battle page. Tam sees the reseting health bar as a minor adjustment to the difficulty of the game. If the health bar is updated per battle, it will be more engaging and difficult for the player.  
     
   Game character sprite  
   Jiho illustrates the basic character designs. She showcased the character in a different position for front, back, right and left.

The next topic was about encounters and how that will work against the enemy.

Discussed about if the game will keep the hack and slash with the turn based battle. This will be based on the progression we make on the project. If we are behind, the turn based can be let go to have a functional game in the time restraint.  
Jiho demonstrated the grass terrain for background.   
Group voted on which basic character to model the rest of the game sprite.

Topic changed about character creation. Jiho suggested preset. Joe elaborate that the preset doesn’t customize besides skin colours. Jiho wants players to choose skin colour. Joe offers after the players chooses preset, they can select a skin colour.  
Tam shows a video illustrating concepts on ability and sprite.

Group talks more about game progression and keeping key items as the focus.  
  
Joe asked if Tam wanted to contribute to the game storyline. Tam suggested adding some buildings related to the downtown campus.  
  
Storyline to progress and review for the next meeting.

1. Any other business: Team member’s responsibilities:  
   Tam wanted to explain how phaser is a framework that utilized a lot of javascript. Joe and Justin talked about how they have limited knowledge for coding. Tam proposing to do more of the java scripting or the majority of the coding to have phaser functioning with the backend server and database with the Oauth or token authentication. Meanwhile, everyone else can do the html, css, form and the testing to assist Tam. Joe reassured that they will contribute to the UI, user research and journey map to have a successful project.
2. Next Meeting:  
   This will take place on March 4th, 2020 . It will be online via facebook messenger or another application that can support it.

Talks about the third meeting have been suggested for the Downtown campus.

Tam: Will get the map and sprite functional.

Will ask about running the game on a non native environment to his Mac OS

Justin: Client research, competitive analysis and User journey with Herman.

Help jiho with sprite or GUI

Jiho: Continue design work on sprite and map textures

Joe: storyline and mechanic

Herman: Will work with Joe on the storyline for our next meeting. Mention sound designs