Meeting Notes

**Date:27 september,2025**

Location: Hexagon Café

Time: Around 3:30pm

Purpose: To select the final game idea and plan.

Discussion:

* Game will have 10 characters, with 3 impostors.
* One player can see 2 impostors. One impostor will stay hidden with a special role.
* All impostors know who the other impostors are.
* Game will last 5 rounds. There won’t ever be all 3 impostors in the same round.
* Roles we first thought of civilian, investigator, witness, impostors.
* Everyone gets turns to call people out, even the impostors.
* Impostors will have the advantage, but if the good guy and investigator team up, they can trick others.

Final Game Theme:

* After reviewing different options, the group agreed on a vampire theme for the final concept.
* Played games like Coup during the meeting to inspire ideas, since it had similar hidden-role and bluffing mechanics.
* Final roles for the vampire theme:
* Three Vampires (know each other’s identity)
* Church members
* Civilians
* Players must hide their identities while trying to figure out others’ roles.

**Date:3 October,2025**

Purpose: High Concept Document

Location: Zoom meeting

Discussion:

* The meeting focused on finalizing the storyline for the game.
* We discussed and refined the key points of the High Concept Document.

**Date:8 October,2025**

Purpose: First Playable Discussion

Location: In class

Discussion:

* Planned how to create the first playable version of the game.
* We were planning to divide the work as follows:

- Design and print the **cards**. (Kafia)

- Create and paint the **game board**. (Tapinder)

- Design and 3D print the **tokens**. (Trevor)

- Rules (Labib)

* Tokens will be 3D printed.
* Cards will be printed and laminated.
* Board will be painted by hand to match the vampire theme.