**Team feedback log**

Log the feedback your team received this week. Include dates, who gave it, what the feedback was.

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| **Date** | **Who gave feedback** | **Feedback received** | **Implementation and reasoning** |
| 23/09/2020 | Producer (Dan) | * There was a concern that our ideas were not diverse enough, and that of the two chosen, one lacked clarity. | * We tasked ourselves on coming up with new ideas and attempt to conceive ideas outside of the box for diversity and see which ones would work |
| 24/09/2020 | Producer (Dan) | * Train to Teasan: Expand on Game Loop, specifically about what happens when the player has an encounter (detail the sequence of events of what the player would experience) * Perhaps expand the cultural aspect of tea to include more of western countries that regard tea highly as part of its culture/tradition (I.e. U.K.) * Make sure that along the way, detail what issues or aspects of production the game may need or require (Technical, Dialogue, Asset creation, etc...) * Treasure Tea: In the Game Loop, a description changes from Encounter Enemy to Encounter Thing, expanding on the possibility that the Encounter does not have to be one specific type of encounter. * If the scope becomes too big, elements can be eliminated to meet Milestone deadlines * It was suggested that there were elements that if they were not necessary, eliminate them and avoid the extra work, things do not have to be all grounded-on reality based on the game that is being developed, it still meets client criteria and it can still be engaging (I.e. Flashback Mechanic/Story) | * Added detail in the Game Loop that would describe the player experience and interaction to know what would happen in the game. * We opted to add the UK as part of the tea culture diversity in the game to give a wider diversity between Eastern and Western cultures. * While developing the Game Loop, we made sure that the game can meet at least basic achievable goals such as asset creation, mechanics, etc... and what possible issues may/could arise. (so far, there is confidence that most if not, all aspects of the games can be achieved by all disciplines) * During this early change we can be expansive about what the game may need and later take away things that may not work (I.e. Narrative, Mechanics, Assets, etc... * Changed the Game Loop part to reflect feedback and added possible Puzzle Encounter, Enemy, Obstacle, etc... |
| 08/10/2020 | Producer (Dan) | * The feedback received was making sure that we have a fleshed-out idea, and tasks to be assigned for our team. * There was a larger issue of misunderstanding about the direction of the project which was about the setting, structure and themes of the game | * We spent the time creating and allocating tasks for each of our members * After class was spent narrowing details and making sure Designers were on the same page about game and level design and consistency in pillars and theme |
| 09/10/2020 | Producer (Dan) | * There was concern about the scope of the game becoming larger than could be achieved. | * We narrowed down unnecessary details this early on pre-production but without getting rid of them entirely, focus on a workable system that can be expanded on. |
| 15/10/2020 | Producer (Dan) | * Feedback was mostly focused on documentation, especially on the GDD and its formatting and clarification on content. | * We tightened up the language and changed a few terms that fit the content needed for the GDD and omitted any unnecessary data. |
| 16/10/20 | Producer (Dan) | * Feedback was given about the 2nd presentation format that was mostly to tighten the information, omit a slide that spoke about future aspects, especially anything to do with future work. * While still referring to the 2nd presentation, we needed to expand on the technical risk slide. * Feedback then followed unto our production brief, which was to define better the difference of environment Vs. Area. * Dialogue was mentioned to be expanded in definition, what exactly did it involve in production. * Strong and early focus was mentioned about the Endgame, a concern that it may lack substance or be anticlimactic | * The summary was shortened to a 1 line sentence and the ‘planned work. Slide was removed that spoke about plans in the future. * We added plan-b for all the technical risks we assessed. * We refined Environment definition to mean level instead. * The definition of Dialogue was meant to reflect the characters which are 3 that speak, so we will define the need to acquire 3 distinct voices to reflect their cultures. * After a discussion, Developers will expand the endgame with a few ideas of adding dynamic interaction (I.e. player can interact with HOW the tea is made and observe changes in the game to feel and sense progression) |
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