

Overview:

Group Meeting Log:

Meeting #	Date	Main Agenda / Discussion Points	Decisions / Outcomes	Next Steps / Action Items
1	Oct 1st 2025	initial planning and arrangement for project	Shared previous game ideas and decided on making research on possible creative game ideas	Everyone had the responsibility of going through the guidelines and coming up with constructive feedback
2	Oct. 12, 2025	Furthering progress, finalizing board game ideas	We decided to go with Jinsong's idea for our game project. Tweaked the name too.	Came up with a gameplay layout. And restructured the game idea.
3	Oct. 26th 2025	Getting visuals down, sorting criteria, delegating jobs to finish	Rules were finalized, talked through the logistics of the game, and looked towards fixing little problems.	Play the game out in our heads to visualize problems that could come up, working on pieces of the criteria given to us.
4	Oct. 31st 2025	Finalizing with our Board game prototype	Divided the different parts of the criteria amongst ourselves	Working on the different parts of the project that were divided
5	Nov. 7th 2025	Finalizing every piece within the criteria	Making sure we attend to every part of the criteria for the boardgame project	Everyone knew what their part was.

Meeting minutes #1 (60 minutes)

Date: 01st October 2025.

Time: Wednesday 1pm-2pm

Location/mode: study room at UBCO campus

Attendance: (Jack Madden, Rodrigo Lopez, Esther Kayitesi, Jinsong Wang (absent for first meeting, will be at future ones))

Opening and introductions

The meeting began with introductions; we introduced ourselves to each other and what we are studying.

Everyone shared their major and expressed their love for games.

Sharing past project work

Everyone shared what their ideas were on the previous solo exercise of coming up with a board game, and what really inspired them. A document was created where everyone could just put down all possible game ideas from both their previous exercise and other ideas they could possibly come up with.

Next steps

We will evenly distribute tasks and responsibilities in our next meeting which was scheduled for next week.

Everyone has the responsibility to go through the guidelines and think of creative ideas to share about our coming project.

Everyone should at least give feedback that's constructive.

Issues:

no issues rose during the meeting.

Agreements and decisions made

We agreed that our main means of communication was instagram and google docs.

We agreed on the next time we would meet and time.

We agreed to work on our projects ahead of time.

Next meeting:

Date and time agreed: Thursday or Friday, 9 or 10th October, 2025. From 1pm-2pm

Agenda items are to be discussed on Instagram.

Meeting Minutes #2 (45 minutes)

Date: October 12, 2025.

Time: 2:15-3pm

Location/mode: Zoom call

Attendance: (Jack Madden, Rodrigo Lopez, Esther Kayitesi

Jinsong Wang absent for the meeting)

Opening and Introductions

- Everyone shared how far they had gone with the research on game ideas

- We decided to look at our previous game ideas and choose which one works best for us. Using current knowledge, we have to build the type of board game to choose from.

Choosing a game board idea

- We decided to go with Jinsong's board game idea.
- Evaluated it and made a few adjustments (we decided on a better name to suit the game and moved some structural things around in the game)
- Sheriff of Nottingham (was one of the games we tried getting ideas from)

What adjustments were made?

- Tweaked the title from "Between Truth and Fraud" with some ideas of titles like
- Truth and Fraud: Antique Mystery. Decided on "The Antique Mystery"; A game of bluff, and deception among daring collectors of priceless and non-priceless artifacts
- Getting character cards with or without different abilities (to be decided)

Restructured the game idea

- Rodrigo came up with a more detailed structure we could base upon.
- The objective was (For a player to win, they had to end with the most genuine artifacts and less or no fraudulent ones.
- Game has over 3 rounds
- Came up with more game components (like price tags, appraiser role cards, different kinds of Takens among others)
- He came up with a game set up and a game overview

Our gameplay layout

Each player's goal is to end the game with the most money by collecting genuine artifacts and avoiding fraudulent ones. Over three rounds, players will bluff, auction, and bid on mysterious antiques before revealing their true value.

Issues

No issues rose up during the meeting

Agreements and decisions made

- We decided to go with The Antique's Mystery as our board game idea
- We decided that we will all do further research on how to enhance this idea.
- We agreed on the next time we could meet and decided that if there were any changes we would communicate on Instagram.

Meeting Minutes #4 (50 minutes)

Date: October 31, 2025.

Time: 11-11:50pm

Location/mode: on campus

Attendance: (Jack Madden, Rodrigo Lopez, Esther Kayitesi)

Everyone was present

Opening and Introductions

- Everyone shared how far they had gone with the game board project
- We decided to divide the parts of the project amongst ourselves.

Role distribution

- Jinsong decided to work on the website.
- Rodrigo decided to work on the game trailer
- Jack decided to work on the play test
- Esther decided to work on the group meeting log

The rest of the parts of the game board prototype criteria were distributed according to everyone's choice.

What adjustments were made?

- No adjustments made.

Issues

No issues rose up during the meeting

Agreements and decisions made

- We decided that we will work on the rest of the parts together
- We agreed on the next time we could meet and decided that if there were any changes we would communicate on Instagram.

Meeting Minutes #5 (50 minutes)

Date: November 7, 2025.

Time: 11-1pm

Location/mode: on campus

Attendance: (Jack Madden, Rodrigo Lopez, Esther Kayitesi)

Everyone was present

Opening and Introductions

- Everyone shared how far they had gone with the game board project
- Everyone was working on their portion of the project

What adjustments were made?

- No adjustments made.

Issues

No issues rose up during the meeting.

Agreements and decisions made

- We decided to have everything done at least by November 8th.
 - This was our last meeting but we would still communicate through other platforms like instagram.
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