

Jack Madden, Rodrigo Lopez, Esther Kayitesi, Jinsong Wang

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 (60 minutes)

Date: 11th October 2025.

Using Jinsong's idea.

The Antique's Mystery

Each player's goal is to get as many "real" statues as possible and to get rid of all of their "fake" statues. At the end of the round ...

There's a pot of gold for each player

Appraisers:

- Each player has 3 real artifacts
- Each player will start with a fake

Each player will have 4 tokens and 4 artifact cards, the tokens will be placed on top of your artifact cards at random in order to assign them "Real" or "Fake".

Gameplay:

The game will last for three rounds, each representing a stage of the secret auction:

1. Observation and Inquiry: Players examine revealed "Antique Clue Cards" and may ask others questions or make suspicions.
2. Secret Action: Each player secretly plays one card — either *Appraise* (to reveal truth) or *Forge* (to spread falsehood).
3. Reveal and Vote: Everyone votes on whether the artifact is genuine or fake.

If the majority makes a correct judgment, the *Experts* gain prestige points. But if the *Fraud* successfully misleads the group, they win the round instead. If the experts correctly identify at least two genuine antiques, they win. Otherwise, if the frauds successfully deceive the group in two or more rounds, they claim victory.