1. SSCI Retrospective's Record . . . 3
1.1 2022-09-22 SSCI Retrospective Play . . . 4
1.2 2022-09-29 SSCI Retrospective Play . . . 5
1.3 2022-10-05 SSCI Retrospective Play . . . 6
1.4 2022-10-13 SSCI Retrospective Play . . . 8
1.5 2022-11-02 SSCI Retrospective Play . . . 9
1.6 2022-11-12 SSCI Retrospective Play . . . 10
1.7 2022-11-16 SSCI Retrospective Play . . . 13
1.8 2022-11-23 SSCI Retrospective Play . . . 14
1.9 2022-12-01 SSCI Retrospective Play . . . 15
1.10 2022-12-07 SSCI Retrospective Play . . . 16
1.11 2023-01-11 SSCI Retrospective Play . . . 16
1.12 2023-01-18 SSCI Retrospective Play . . . 17
1.13 2023-01-25 SSCI Retrospective Play . . . 18
1.14 2023-02-01 SSCI Retrospective Play . . . 19
1.15 2023-02-08 SSCI Retrospective Play . . . 20
1.16 2023-02-15 SSCI Retrospective Play . . . 21
1.17 2023-03-08 SSCI Retrospective Play . . . 22
1.18 2023-03-15 SSCI Retrospective Play . . . 23
1.19 2023-03-22 SSCI Retrospective Play . . . 24
1.20 2023-03-29 SSCI Retrospective Play . . . 25
1.21 2023-04-05 SSCI Retrospective Play . . . 25
2. Meetings . . . 26
2.1 Team Meeting notes . . . 26
2.1.1 2023-Q1-01 Team Meating Notes . . . 29
2.1.1.1 2023-01-18 Team Meeting . . . 29
2.1.2 2022-Q4-12 Team Meeting Notes . . . 30
2.1.2.1 2022-12-05 Team Meeting . . . 30
2.1.2.2 2022-12-12 Team Meeting . . . 33
2.1.3 2022-Q4-11 Team Meeting Notes . . . 34
2.1.3.1 2022-11-17 Team Meetings . . . 34
2.1.3.2 2022-11-14 Team Meeting . . . 34
2.1.3.3 2022-11-02 Team Meeting . . . 35
2.1.3.4 2022-11-21 Team Meeting . . . 36
2.1.3.5 2022-11-10 Team Meeting . . . 36
2.1.3.6 2022-12-01 Team Meeting . . . 37
2.1.4 2022-Q4-10 Team Meeting Notes . . . 38
2.1.4.1 2022-10-04 Team Meeting . . . 38
2.1.4.2 2022-10-03 Team Meeting . . . 42
2.1.4.3 2022-10-06 Team Meeting . . . 43
2.1.4.4 2022-10-13 Team Meeting . . . 44
2.1.5 2022-Q3-09 Team Meeting Notes . . . 45
2.1.5.1 2022-09-15 Team Meeting . . . 45
2.1.5.2 2022-09-08 Team Meeting . . . 46
2.1.5.2.1 2022-09-08 Brainstorm . . . 46
2.1.5.3 2022-09-09 Team Meeting . . . 47
2.1.5.4 2022-09-12 Team Meeting . . . 48
2.1.5.5 2022-09-13 Team Meeting . . . 49
2.1.5.6 2022-09-22 Team Meeting . . . 50
2.1.5.7 2022-09-26 Team Meeting . . . 51
2.1.5.8 2022-09-29 Team Meeting . . . 52
2.1.5.8.1 Sept. 29, 2022 Meeting Notes . . . 53
2.2 Team Advisement Meeting notes . . . 54
2.2.1 2023 Q1 Team Advisement Meeting notes . . . 57
2.2.1.1 2023-01-26 Team Advisement Meeting . . . 58
2.2.2 2022 Q4 Team Advisement Meeting notes . . . 59
2.2.2.1 2022-10-03 Team Advisement Meeting . . . 59
2.2.2.2 2022-10-31 Team Advisement Meeting . . . 59
2.2.2.3 2022-11-07 Team Advisement Meeting . . . 60
2.2.2.4 2022-11-10 Team Advisement Meeting . . . 61
2.2.2.5 2022-11-14 Team Advisement Meeting . . . 62
2.2.2.6 2022-11-21 Team Advisement Meetings . . . 62
2.2.3 2022 Q3 Team Advisement Meeting notes . . . 62
2.2.3.1 2022-09-12 Team Advisement Meeting notes . . . 62
2.2.3.2 2022-09-26 Team Advisement Meeting notes . . . 64
2.2.3.3 2022-09-29 Team Advisement Meeting . . . 66
3. Retrospective's Record . . . 68
3.1 Sprint Retro Notes . . . 68
3.1.1 Proof of Concept Retro - 2022-10-17 . . . 68
3.1.2 Proof of Concept Development Retro - 2022-10-21 . . . 70
3.1.3 Project Plan Retro - 2022-11-14 . . . 71
3.1.4 GDD Retro - 2022-11-28 . . . 73

3.1.5 MVP Week 12 and 13 Retro - 2022-12-12 . . . 74
3.1.6 Semester 1 Final Sprint Retro - 2023-01-09 . . . 76
3.1.7 Week 01, 02 and 03 Retro - 2023-01-30 . . . 77
3.1.8 Week 04 and 05 Retro - 2023-02-13 . . . 79
3.1.9 Week 06 and 07 Retro - 2023-03-10 . . . 80
3.1.10 Week 08, 09, and 10 Retro - 2023-03-27 . . . 82
3.2 4 Ls Retrospective's Record . . . 83
3.2.1 2022-11-03 4Ls Retrospective Play . . . 84
4. Milestone's Deliverables & Tasks List Folder . . . 85
4.1 Milestone Deliverable List Record . . . 85
4.1.1 2022 - Q3 - Milestone Deliverable List . . . 86
4.1.1.1 2022-09-29 Milestone Deliverables List . . . 86
4.1.2 2022 - Q4 - Milestone Deliverable List . . . 87
4.1.2.1 2022-10-12 Milestone Deliverables List . . . 87
4.2 Milestone Task List Record . . . 90
4.2.1 2022 - Q3 - Milestone Task List . . . 90
4.2.1.1 2022-09-21 Milestone Task List . . . 90
4.2.2 2022 - Q4 - Milestone Task List . . . 92
4.2.2.1 2022-10-05 Milestone Task List . . . 92
4.2.2.2 2022-11-02 Milestone Task List . . . 94
5. Capstone Workshops . . . 98
6. PoC Presentation . . . 100
6.1 Wilson's PoC Progress . . . 100
6.2 Joshua's Presentation Notes . . . 110
6.3 Tiago's PoC Presentation . . . 112
7. Files Folder . . . 112
7.1 Programming . . . 112
7.2 Art . . . 112
7.3 Design . . . 112
7.3.1 Brainstorm - 09/08/22 . . . 112
7.4 Narrative . . . 112
7.4.1 Narrative Design Doc . . . 112
7.5 Management . . . 124
7.6 Sound . . . 124
7.7 Marketing . . . 124
7.8 Licensing . . . 124
8. Showcase Events . . . 124
8.1 Pitching . . . 124
9. LevelUp/XPGame Summit . . . 125
10. Playtesting . . . 130
10.1 In-Studio Playtest Surveys . . . 130
10.2 Playtest Report . . . 131

SSCI Retrospective's Record

Add New SSCI Retrospective

SSCI Retrospective form template

Description	Due date	Assignee	Task appears on
☐ Playtest			2023-03-15 SSCI Retrospective Play
☐ More in-studio playtesting			2023-03-08 SSCI Retrospective Play
☐ Mark empty commits “Build V.XX” so in the future we can use them again - no need to push an actual build			2023-01-11 SSCI Retrospective Play
☐ Think about publishing next semester on Steam			2022-12-01 SSCI Retrospective Play

Title	Date	Participants
2023-04-05 SSCI Retrospective Play	06 Apr 2023	
2023-03-29 SSCI Retrospective Play	30 Mar 2023	
2023-03-22 SSCI Retrospective Play	23 Mar 2023	
2023-03-15 SSCI Retrospective Play	16 Mar 2023	
2023-01-18 SSCI Retrospective Play	19 Jan 2023	Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)
2023-01-11 SSCI Retrospective Play	12 Jan 2023	@ Farryl Chang @ Hubery Chu @ Kevin Jacob Stanly @ Wilson Chan @ Joshua Pritchett
2023-03-08 SSCI Retrospective Play	09 Mar 2023	
2022-12-07 SSCI Retrospective Play	08 Dec 2022	
2023-02-01 SSCI Retrospective Play	02 Feb 2023	
2023-02-15 SSCI Retrospective Play	16 Feb 2023	
2023-02-08 SSCI Retrospective Play	08 Feb 2023	
2022-12-01 SSCI Retrospective Play	01 Dec 2022	
2023-01-25 SSCI Retrospective Play	26 Jan 2023	
2022-11-23 SSCI Retrospective Play		

2022-11-02 SSCI Retrospective Play	03 Nov 2022	Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)
2022-11-16 SSCI Retrospective Play		
2022-09-22 SSCI Retrospective Play	22 Sep 2022	Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)
2022-10-13 SSCI Retrospective Play	13 Oct 2022	Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)
2022-11-12 SSCI Retrospective Play	10 Nov 2022	Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)
2022-09-29 SSCI Retrospective Play	29 Sep 2022	Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)
2022-10-05 SSCI Retrospective Play	05 Oct 2022	Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)

2022-09-22 SSCI Retrospective Play

Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	22 Sep 2022
Team	Quiropraxis
Participants	Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)
Form	https://forms.office.com/r/aTr6T31NhN

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
• Start prototyping and playing around with ideas	• Some communication inefficiencies during meetings	• Following a unified vision and making prompt decisions	• Limit some communications to between individuals to whom the topic is most relevant (could use Discord role channels), then brief teams on these discussions during meetings
• Do our pre-work. Get an asset list(# of levels, # of mechanics, # of art assets, # of sound assets, etc.) for required things needed for our MVP.	• We should have more initiative in getting this ready for each meeting that we can show and discuss on. We really need to address our scope, I feel it is way too large now that we have had a few weeks to get into the groove.	• Team meetings and constant communication and feedback.	• Focus on our core experience, puzzle stealth game and ask what would we like to be able to do as an electric and human character to shock our audience and get them excited.

• Start solidifying ideas and identify exactly what the core play experience will be (with visuals)	• Limiting ourselves to the milestones; we should start delegating work for the project outside of just the milestones we need to submit	• Discussing ideas for the game, including mechanics, puzzles, visuals, and narrative	• Use visuals and diagrams to come up with different puzzles that use the game's core mechanic, so that we can have a common understanding of what the puzzles will be like
• Start individually working on things to help develop the game. Prototyping very basic forms of what we've come up with for ideas could help prove their significance and viability.	• Focusing solely on the milestones given to us by the professors. We can start working on prototyping things in the game while we work on the basic documentation milestones they are giving us.	• Communicate and deliberate based on everyone's work and ideas. We've had some great brainstorming sessions come from general discussions where we have established core game themes and mechanics. Let's try to keep it up as we go through post production.	• With style! • Start making a meeting agenda to plan out what we're doing every time we meet up. We could have a monday agenda vs a thursday agenda, where we plan out sprints or check in on sprints on mondays and work on things as a team on thursdays.
• Start to model the game in the engine and define and refine the game system and narrative	• Rambling on how the game should be.	• Sharing ideas and accepting feedback and suggestions	• We can present our ideas in presentations (basically making a pitch)
• Focus on solidifying the game design • Move forward with more concept sketches and • Prototyping or figuring out the important mechanics of the game and how it would look in a 3D perspective	• Taking too much time on JIRA and Confluence	• Keep having open discussions of the game with the team • Involving with the team during meetings and group works • Playing Badminton :)	• Everyone should get familiar with JIRA and Confluence soon • Paying more attention to things that are taught on Jira and asking questions during the current session

✅ Action items

- Play more badminton & sports!
- @ Joshua Pritchett get a shorts
- Start to work and double every time/story point estimate and leave a month free as buffer to polish or fix issues
- Create asset lists for every one of our disciplines 07 Oct 2022
- Create a single page where each of the action items for every retrospective is aggregated so we can quickly check if we forgot one
- Get used to presenting and pitching to team
- Filling out the retrospective forms before the meeting @ Wilson Chan by making sure there is a page available

2022-09-29 SSCI Retrospective Play

📋 Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	29 Sep 2022
Team	Quiropraxis
Participants	Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)
Form Link	Form

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
• Start working on the development of small prototypes to test the usability of the proposed mechanics and functions	• At the moment I can't think of anything Honestly, I think the team is doing very well, and we are managing to follow the schedule well in advance.	• Good communication, organization and teamwork • The team always communicates about doubts or updates • All work is very well organized • Team members constantly support each other	• We could have met to test the games together while we did our researches :)
• Decide core mechanics by the next week so we can begin to prototype. • Project managers should take notes on the Meeting Notes pages every meeting and ensure Confluence stays up to date. • Project managers should make sure our action items on meeting notes are being done by referencing them constantly. • We should take initiative and create tasks when necessary. Establish our two weeks worth of work.	• Long meetings as a result of tangents that go on for too long.	• Being present, engaged and doing good work.	• Add timers to how long each person can discuss something during the initial stages and expand discussion time when we start converging on a single idea. • Focusing on the core idea of a topic and if more context is needed, it will be asked for. Like a presentation.
• Working on things other than the base deliverables given to us by class. • Start adding in the roadmap tasks to our sprints	• I can't think of anything that strongly opposed us this sprint.	• Messaging back and forth in Discord to communicate progress and problems during sprints.	• When delegating tasks for the next sprint, we can look at the class deliverables separately from our own tasks for making the game.
• Finalizing some core mechanics for the game - Prototyping and testing these core puzzle mechanics - More Badminton (major missing)	• Some technical problems around documents for a team member - Working around them led to some time delay	• Actively listening and engaging in team meetings - Asking for help and helping each other - Active communication with the team	• Speak up more often when in doubts about anything small in meetings
• Tutorials for all the different features in Jira and Confluence, especially for important processes like exporting the task list and deliverable list. That way, we don't need to rely on Tiago for those things.	• Submitting things the night before it's due. Let's aim to submit things at least 24 hours beforehand so that everyone has a chance to look over them. Since the deliverable list was submitted at midnight, I was asleep and wasn't able to see it until the morning.	• These retrospectives are pretty helpful	• Wait so we no longer have to put "Deliverables" in Jira, right? We just edit the list on Confluence? Same for task list or no? • As project managers, when there is a missing link on a deliverable, notify the person that did that.
• Prototyping ideas & Have a condensed list of possible mechanics	• Inefficiencies during meetings (It's improved)	• Leadership and prompt decision making	• (out of time)

✅ Action items

- Add Tutorials on Confluence for all the different features in Jira and Confluence 05 Oct 2022 @ Tiago Massochin
- Get used to keeping our confluence up to date AND assess our previous retrospectives to **ensure our action items get done and it isn't wasted** @ Tiago Massochin @ Joshua Pritchett
- Aim to get our checking deliverables like Research Report a week before since we are ahead now to ensure we have enough eyes that check things before submitting.
- Create presentations for larger pitches to maintain flow of discussion - **summarize key points at the end of the presentation to bring people back in**
- During presentations, it is the speaker's time and wait until after to interject

2022-10-05 SSCI Retrospective Play

📋 Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	05 Oct 2022
Team	Quiropraxis
Participants	Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)
From Link	https://forms.office.com/r/kY6ju2d269

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start ??	Stop	Continue	Invent
• Getting work into the engine and prototyping our PoC Plan.	• Sometimes too much discussion with words rather than diagrams.	• Communicating, being positive, knowing when to be more assertive. Using confluence and checking up if we are accomplishing our action items.	• Continue doing tasklists independently from a meeting so we can spend meeting time appropriately. Using the agenda and have timers for decisions to be made based on the agenda. e.g. 15 minutes to decide the game. Make a call after time is up.
• Prototyping essentials for PoC Making some final calls on design decisions Meetings related to disciplines whenever necessary	• Some misunderstanding with concepts pitched (but we're good now!)	• Discussing and bouncing ideas Bringing up concerns if there are any Communicating design /tech difficulties to the team	• Only invite required team members for certain meetings Make design decisions faster
• Should start employing more long term goals in preparation for the PoC. For example giving the long term goal to have a character controller ready and letting the programmers delegate tasks to complete this for the foreseen deadline. We should also start encouraging people in similar or the same roles to meet with each other more often to either discuss tasks together or just work together. Rubber ducky method could be useful in some cases.	• Stop trying to either plan a meeting with the entire team to make a decision the associated roles could make on their own. If the decision requires comments from the whole team we can chat about it first in discord before making a meeting for it, or putting the discussion in the next meetings agenda if the meeting is closely upcoming.	• Continue to discuss and innovate on the ideas with the team. Personally I think that on days when we have the team in person that we should take advantage of the white boards in the lab to illustrate our days clearly to the team.	• When in online meetings and trying to discuss ideas with the team, everyone should try to open up some kind of drawing or diagramming program and share their screen to better communicate with the team, and minimize people getting wrong ideas about agreed upon concepts.
• Start developing an asset list for assets that we might need. We don't need to commit to making any assets yet, but having a list helps us start thinking about what we'll need. We can always add or remove things later on.	• We should stop having such excellent ideas and forgetting to write it down. Maybe we should have a dedicated note-taker? I mean hey, I'll volunteer	• The story point activity we did on Tuesday to determine the abilities we should have for each character was pretty helpful. We should continue using it for creative decisions in the future when we can't decide on something.	• I don't really know what to write here but hey, I really like the concept sketches for Surge and Data so far
• Define all the features of the game and the tasks necessary for its completion and add this information to our project	• Not trusting other members' decisions about tasks related to their roles	• Good communication, excitement about the project and discussion on all topics	• It's really cool to use the whiteboard in face-to-face meetings to express ideas, we should do this more often!

• Early level & puzzle design (figure out what's needed immediately)	• Some meeting topics that didn't need to involve everyone - Others could have simply been briefed on some decisions / discussions	• Enthusiasm & Input	• We could take this personality test: https://www.16personalities.com/ The report gives a scarily accurate and extensive analysis on how a person prefers to work. Could help a lot in understanding each team member, how best to communicate with them, what kind of works they might prefer, etc.

Action items

Start doing meetings for smaller topics

2022-10-13 SSCI Retrospective Play

Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	13 Oct 2022
Team	Quiropraxis
Participants	Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)
From Link	Form

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
• Updating our roadmaps in MIRO with our new scope (e.g. Gameplay mechanics, visual designs etc.) Thinking of how we'll work during PoC week - e.g. work hours, who is responsible for presentation and etc. Identify how to increase our hook which is the narrative of siblings as that is what makes us memorable so far. Push for engaging puzzles and creative spins on our theme of electricity, siblings and our game objects.	• Not sure.	• Communicating effectively, being engaged and openness to help each other.	• Potentially during POC week we have channels split into subteams where we work reasonable hours together on Discord VC so that when necessary, we can ask questions/be available. Constantly document our process during PoC week for our presentation!

• Solidifying an agenda for both the Monday and Thursday meetings. As of right now it seems that the Thursday meetings are our check ins for tasks and our Monday meetings are when we start and end sprints. A small discussion should be held to identify when things will happen, like the designation of new tasks for the next sprint.	• It's hard for me to think of something we need to stop doing right now.	• Talking to each other in separate discussions that only need those people. We've been moving ahead so much smoother without calling a meeting for everything XD.	• Maybe we could take some of the sticky notes we use from our in person meetings on Tuesday and post them on the wall near our workstations as reminders. Like key mechanics or themes we want to make sure we stick to
• Prioritizing puzzle design and planning for POC Programming core puzzle elements	• Can't think of anything tbh	• Asking for help Active communication	• If team members have more time, maybe start focusing on future tasks to keep the project moving
• Start making a task list for the PoC so that we're ready to hit the ground running on Monday	• I can't think of anything at the moment	• It was very helpful when Tiago drew out his puzzle ideas on the whiteboard, we should use that strategy more often	• I don't really know what to write here but hey, if you guys need me to program or model anything, just let me know
• A playable level combining works that have been done for demonstration	• The past week was FANTASTIC. We've improved in many areas, and I can't think of anything lacking that's worth mentioning.	• Communicating clearly via illustrations, distributing and discussing tasks, then combining everyone's works	• Have written info (nothing too detailed) for more complex mechanics / workflows that are upcoming
• Focus on the production of the PoC to make an interesting prototype that legitimates our intention with the game.	• Adding large Tasks to Stories, we should try to break them into smaller tasks as much as possible, like things that are doable in one day.	• The excellent enthusiasm for the project and the proactivity regarding the things we need to do!	• The team could split the cost of some badminton birds so we don't need Sheridan's _

✅ Action items

- Add link to retrospective play inside meeting notes
- Try to break down tasks as small as possible so that they're doable in one day
- When do our sprints end??? **End sprints Wednesday** for Zain's meeting and **start creating new sprint after** and **Monday** will be our next sprint start.
- Constantly document our process for the PoC presentation
- @ Wilson Chan Bring birdie for badminton
- Keep everything within Confluence

2022-11-02 SSCI Retrospective Play

📋 Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	03 Nov 2022
Team	Quiropraxis
Participants	Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)
From Link	Survey Form

💭 Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
• Creating a list of assets and work that needs to be done for MVP.	• Not referencing our core pillars and hook + target gameplay experience during discussions as if we did, we may be able to get through them faster.	• Enthusiasm and constant communication.	• Communicating what we're working on more frequently in case someone needs to talk about something regarding that task.
• Reworking mechanics technical wise Fix bugs Draw more sketches for future concepts	• Try to stop merge conflicts as much as we can (leads to more time loss)	• Communicating effectively Asking for help when needed	• Document and consistently share ideas to get feedback and iterate on it
• Define a development timeline for the entire project. - Defining the main elements for the next version and their related stories and tasks.	• Develop aspects in a very advanced way before we first test their fundamentals	• The team is extremely motivated. - Everyone is excellent at what they do and always gives their best.	• We should celebrate as a group the next time we release another gorgeous version (as the PoC).
• Polishing mechanics, make visual / animations as feedbacks	• Playtesting last minute - Testing unfinished work could give us better ideas of what to change before investing too much into said work (especially when it comes to puzzle mechanics)	• Communicating efficiently and delegating tasks accordingly	• Potentially record playtest sessions so that team members who are interested can watch them
• Implement simultaneous ability activation so we can test the design	• Like Jeff mentioned, stop focusing on gameplay situations (e.g. "there will be a puzzle where you can do X") and start focusing on the mechanics /components that are used to create those situations	• Continue building out our roadmap so we know what still needs to be done moving forward	• Running out of time uhhh
• Measuring what we feel is the minimum requirements for the MVP. What makes up what we would consider to be a completed minimum viable product?	• Reaching further out with our tasks. Some people may feel they don't have enough during the current sprint so it may be beneficial to reach into the next to pull for more work that could be done sooner.	• Continue to hold and work on regimented meetings. Continue communicating with everyone as we work to keep everyone in the loop and keep the work flowing.	• Maybe we can start reviewing the roadmap during every monday meeting before delegating tasks to see where we are and what might still need to be done before we move on.

Action items

- [ ] Create an asset list for what needs to be built for MVP
  - [x] Identify our criteria for what would make our MVP successful
- [ ] If someone is done with their tasks or doesn't have anything to work on, they can start pulling tasks from the next sprint
- [ ] Review the roadmap during every Monday meeting before delegating tasks

2022-11-12 SSCI Retrospective Play

Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	10 Nov 2022
Team	Quiropraxis
Participants	Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)
Form Link	Form

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
• Look at scope and do a sanity check. Prioritize remaining tasks. Maybe set a date for when we have to decide when to cut content.	• We should aim to communicate anything we plan to change before we actually do so. This way we get an opportunity to get buy-in from the team before resources are spent.	Enthusiasm and motivation. Plus all the days in person we chat and hang out.	• Not sure.
• Moving onto the development of the next mechanics	• Maybe not stop completely, but focusing solely on bug fixes for a sprint makes the project feel like we've stopped making progress towards the completion of our goals. Having one person work on bugs while the other starts work on the next mechanics could be a better way of keeping things moving forward.	Playtesting. Playtesting from the PoC is what drove a lot of what we did this sprint because of the feedback we got from it. More iterative playtests when we get new mechanics or new levels done could be very beneficial in the long run.	• When we come to the new sprints I think we should look back at our roadmap and see how it reflects what we currently NEED to do for the project compared to what we THOUGHT we'd need for the project at this point.

• Start developing and implementing Data's mechanics	• Stop putting so much focus on Surge and Surge's gameplay because it's shifting the "cooperate as a pair" experience into an "electric guy does everything" experience	• Tiago's diagrams that demonstrate gameplay elements visually are really nice	Alright, hear me out. So Surge's specialty is that he can charge things and Data's specialty is that she can move things, right? But with how it currently is, Surge can also move things with his electric arc ability, which makes Data feel less unique and relevant. So what if we change it so that Data's specialty is that she can CONTROL things? I mean it fits with her cyborg background and the idea of operating devices like the switch. Like, for example, she can control devices like cranes and switches from a distance, right? What if she could, like, have an ability that lets her expand her vision and see around walls and stuff to be able to control devices that are out of view (like controlling an abandoned security camera or something, I don't know)? Also, I think we should give Data some cool abilities too, not just Data. Tiago, remember that list of 6 mechanics you had for Surge before? What if we took some of those and gave them to Data instead so she feels less like an Uber carrier for Surge? Or we could come up with totally new mechanics as well, just give Data something more to do. Oh and…..Sorry, I spent all my time writing a thesis for Invent that I didn't realize I ran out of time so I'm filling out a second form. Anyways, as I was saying, if we could give Data stuff to control, like machines and stuff, I think it would help make her feel more relevant to the player since a lot of playtesters from our previous playtest felt that Data didn't really do that much. Like I know we have stuff planned for her that wasn't in the PoC because we didn't have time but if we could create the same reaction of "whoa, that's cool" that we had when players zipped through the long wire segment with Surge in the PoC and have players react that way to something only Data can do, it will make her stand out more. To summarize, I'm just suggesting that we put a bit more focus on developing Data's mechanics rather than Surge at the moment.
• Prototyping mechanics faster and more efficiently to test and validate them as soon as possible.	• On the one hand, I would like the project to have fewer changes and for us to stay focused on what we already have. However, it is better to change things now than later if they have to be changed... So maybe it's better not to change things without first knowing if they will work or not.	• Openly discussing the mechanics/concepts/details of the project. These discussions always increase team collaboration, and I believe they create better results.	• We should use the lab computers to play something together when we're not playing badminton ()
• Focusing on the core mechanics for Data and getting started Adding and testing signifiers Fix Surge's abilities as soon as we can (so we can move on) Documenting the abilities once it's in a decent state Using level design tools (assets) to build out levels	• Not sure what to put on here :(	• Actively communicating and asking for help Playing Badminton :D	• Get feedback sooner than later

• More polish and bug fixing - Test as soon as things are "good enough" to iterate further & discover new issues	• Some communication inefficiencies (group meeting topics aren't always relevant to everyone	• Diligence and feedback-seeking	

✅ Action items

2022-11-16 SSCI Retrospective Play

📋 Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	
Team	Quiropraxis
Participants	
From Link	https://forms.office.com/Pages/ResponsePage.aspx?id=V8daRjEhEUe5o9gni1wLFFgIzqiHsZFJsCDJsaYSYthUNFNUMzBVV1RKNlVVSEFGMEJZMVFTQzRUNi4u

💭 Retrospective

ℹ Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
• Potentially getting feedback from external people on signifiers of our game objects to see if it is clear rather than doing it next semester when we start modeling	• No idea atm.	• Communicating well and discussions to get our team vision set.	• Having a deadline for a build to be ready before MVP so that we can playtest.
• Defining what the MVP will require and making sure it aligns with the roadmap we have made thus far. I personally still don't have a complete understanding of what we believe we need for the MVP.	• Can't think of anything.	• Balling out of control. Serious answer: Continue to communicate our ideas and criticism with the team on Discord. Keeps everyone up to date and involves everyone in the design process for most of the game.	• I myself might start doing this, but individuals could start doing personal dev logs for each sprint to create some pieces for their portfolio.
• We should identify bottlenecks that members of the team are having and work to resolve them (e.g. not knowing all of the mechanics and metrics is a bottleneck for level mapping)	• Something that held us back is not having fully defined criteria for what we need to have in our MVP	• Continue developing our mechanics and abilities so that we can start greyboxing for the MVP	• In terms of improving the asset creation pipeline, it would be helpful if, in the concept sketches, I could get images of what the props look like in different states if they have different states (e.g. on/off, activated/deactivated, mode A /mode B/mode C, etc.)
• Test the crane mechanics and the new switch model to ensure they work as intended.	• Worrying so much about how the mechanics fit contextually into the final game. If the mechanics are good, no one will care that they don't make sense in the real world.	• Discussing constructively and giving excellent feedback on all aspects of the game in all areas.	• Maybe it's a good idea to put more focus on playtests and quick prototypes

• 3D Modelling Environment (Make it modular). Finishing up the abilities so level designers can start creating levels soon.	• Not sure what to put here	• Communicating with the team if there are any blockers. Communicate within disciplines effectively	• Not sure
• Maybe have a concrete vision for the MVP (exactly what it will be like)	• Other courses	• Collaborating with teammates and communicating avidly	• Haven't played badminton for weeks

✅ Action items

2022-11-23 SSCI Retrospective Play

📋 Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	
Team	Quiropraxis
Participants	
From Link	Form

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
Ensure everyone is working within the engine for the remainder of the semester.	Redundancies: Have a backup person who can submit things + documentation on how to export required documents.	Engagement and communication.	Now that its harder for everyone to get together, how about we let each other know before our in-person days if anyone plans on staying after class to hang out. Also thinking of other options to do that can work with different # of people.
Making a build for every sprint so that at the end of each sprint, we can see our progress (or lack of progress) and adjust our plan moving forward	Stop working on anything that won't go into the MVP	Continue designing the levels and layouts that will be in the MVP	Consider abilities implications in interacting with the open world / unlocking areas
Build the beginning portion of the MVP!	Other life stuffs and the deep dive - It's unavoidable	Clear ideas of what to do	cant think of anything.
The pre-work solves this, but start laying out the roadmap for completing the MVP.	Don't know	Our communication has been pretty top notch	Maybe get someone to model our characters from the animation program
Making the plan for MVP Main mechanics and levels needed for MVP (Must haves)	Personal problems	Active communication and letting the team know when we encounter issues/blockers. Continue showcasing amazing work :)	I miss playing badminton
Start to work on the MVP! Let's goooo!	Thinking about original mechanics is tough man...	Excellent feedback exchange	

✅ Action items

- @ Wilson Chan Do the 3D asset for Data and ask for feedback from experienced people and test rig the organic and mechanical mix during the winter break - Use Animation as a consultant
- Look for online games and then half the time we do that and other half we try to get into play Badminton

2022-12-01 SSCI Retrospective Play

Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	01 Dec 2022
Team	Quiropraxis
Participants	
From Link	https://forms.office.com/Pages/ResponsePage.aspx?id=V8daRjEhEUe5o9gni1wLFFgIzqiHsZFJsCDJsaYSYthUME9LRUFOWlpaTFZGVTRLSUtHWVpNUE5JWC4u

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
Determine when we should make a build before our meeting with Eduardo. Update our Pitch presentation based on what we learned from Tuesday.	Not sure.	Communication , engagement and open mindedness.	Start thinking about our schedules for next semester, potentially shift when our sprints start and end depending on that. e.g, atm I mainly get most of my work done after Tuesday.
Some in studio playtesting. Once we have the mechanics for the MVP implemented, lets have us play through it individually to see where we get stuck if we do at all. This would serve as a very simple form playtesting before moving onto actual playtesting.	Can't think of anything.	Allocating tasks within smaller groups has sped up our meeting process significantly so that we can start to get to work faster.	If people feel it necessary, the idea of doing small meet ups with others you are directly blocking with your task throughout the sprint could better communicate to them when they'll be able to start working.
Putting all our efforts into the MVP	Now nothing will hold us back	Working as a team and thinking about the next steps	It might be a good idea for us to start looking into the legal issues and difficulties of publishing our game on Steam if that's really what we want to do
Make sure everyone knows exactly what mechanics and elements are going into the planned levels so that we can focus our efforts on polishing those	Stop working on any mechanics or elements that won't be in the level designs for the MVP	Continue communicating between the different disciplines so that we can smoothly integrate everyone's work into the MVP	What do you guys think about the level design paper prototype from Tuesday? Was it helpful for envisioning the level and identifying potential issues?
Completing all the essentials for MVP. Making and testing builds often as some things can break. Make a playable build this week for our team advisor. Working on our signifiers for the MVP Gold/MVP (crucial)	Working on anything that is not going into the MVP (if we still are)	Helping each other and getting feedback. Having small meetings within disciplines.	not sure :(
MVP Build	Can't think of any	Effective communication between specific roles	Can/t think of any

Action items

- Make build by Sunday and then a final MVP one the following week @ Joshua Pritchett

- [x] Playtest in week 13
- [ ] Think about publishing next semester on Steam

2022-12-07 SSCI Retrospective Play

Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	08 Dec 2022
Team	Quiropraxis
Participants	
From Link	https://forms.office.com/Pages/ResponsePage.aspx?id=V8daRjEhEUe5o9gni1wLFFgIzqiHsZFJsCDJsaYSYthUQ0JYN1hPOEZNSVdHWjk3QTVVODNTTDJEUC4u

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
Playtest! Both internally and externally. By Monday we have more notes on what we need to improve.	Assuming too much about how things work and not double checking documentation. Measure twice before cutting. This will save us time.	Positive attitude and desire to help others who may be stuck.	Estimating when each set of tasks will get done by date then give an update each day of the week to see if how accurate things are.
Get a build a bit before Thursday & Playtest	REALLY don't know	Delivering high-quality work and collaborating with teammates throughout the week	Bring a headset to the showcase because it'll probably be loud around
Fixing bugs. Plugging in VFX for visual feedback and testing it. Testing SFX and making builds.	Merge conflicts and resolving it :(	Communicating effectively and receiving feedback. Letting the team know about blockers.	Probably document mechanics right away once it's implemented so team members do not need to rely on scheduling a meeting for it.
Think about the next steps	Not read the doc about mechanics and elements before starting to work on them	Asking questions when in doubt	We could put the most important milestones on the whiteboard in the lab
Finish up and get ready to make the MVP build. Establish when we would be done.	Can't think of anything	Our constant communication, collaboration, and understanding. Everyone has been working really well as a team.	Can't think of anything
Start testing		Continue with the high-quality work	I don't know

Action items

- [x] @ Joshua Pritchett Rent out headset from SCAET building
- [x] Document things as soon as they are done

2023-01-11 SSCI Retrospective Play

Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	12 Jan 2023
Team	Quiropraxis

Participants	@ Farryl Chang @ Hubery Chu @ Kevin Jacob Stanly @ Wilson Chan @ Joshua Pritchett
From Link	https://forms.office.com/r/GgSfAGXa33

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
Must have, nice to have, save it for sequel update. Discussion on how important lighting the levels for each playtest is.	Folder organization- I have a hard time looking for things. But worried if we refactor it, Unity may lose metadata links to them resulting in bugs.	Communication and effort.	Try to find activities we can do as a team within the hour between classes on Tuesday?
Doing at least somewhat regular playtests each sprint. I think doing a session every week would give us the best results for feedback.	Can't think of anything	Planning ahead and being ready to change up that plan if we need to. Communicating with everyone individually and calling for the teams consideration if necessary.	I like the idea of having the computers in the lab for making builds for testing. It would make regular testing far easier for anyone doing it in person.
Defining milestones for this semester	I can't think of anything	Playtesting and polishing the design	If anyone else has ideas for puzzles or wants to try making one, feel free to shoot them over to us level designers and we'll build it out for you. Things like "what if you hold the conductor in the air as Surge to connect a floating wire," I never would've thought of it on my own
Lots of playtests; Experiment with new mechanics; Design the actual opening & tutorials	Not much so far	Communication; Being willing to make changes for the bigger picture	Can't think of any
Completing the mechanics from the necessary list. Think about if we need to add any other mechanics /elements from the nice-to-have list Playtesting and documenting results	Can't think of anything	Communicating and asking for help. Asking for feedback. Clarify on design before making models/feature	Making weekly builds (if any new feature is added). It'll be nice to see and document how to game progresses from each build to build

Action items

- [x] Don't forget about the milestones
- [ ] Mark empty commits "Build V.XX" so in the future we can use them again - no need to push an actual build
- [x] GARTIC PHONE Next week - B4 4:30 PM EST

2023-01-18 SSCI Retrospective Play

Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	19 Jan 2023
Team	Quiropraxis
Participants	Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)
From Link	Form

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
Reassess our scope Find ways to integrate the narrative more strongly into the gameplay (like Chris's feedback)	No idea atm.	Communication, helping one another and our nice to have lists.	Look for ways to rapidly prototype within our discipline. If there is something risky, try it out in a barebones, simple way to gauge feasibility.
Reprioritizing our roadmap to accommodate for the current schedule for the semester and the changes that are likely going to be made as informed by playtests.	Can't think of anything	Going over playtest results and feedback as a team to discuss potential solutions and implications.	Maybe doing a report for batch of playtesting in time for a meeting would be a good idea. Regardless, everyone on the team should be made aware of the feedback we get, and if we start doing smaller focused playtests, this would be something we'd need to do
Make adjustments based on playtest, create the beginning of the game (focusing on expressing the narrative and characterizations), while refining Data abilities	Not much so far	Asking for clarification and exploring possibilities	amogus
Start preparing a demo version of our game that demonstrates a polished, 5 minute play experience for showcases	Stop working on adding new content and instead work on polishing what we already have as much as possible	Continue playtesting with each new build, and hopefully we can have a new build at the end of every sprint	I wonder if we can get Chris to playtest our game during class. It could help us practice and prepare for the Share-a-thon showcase
Develop Data's mechanics and finalize the last aspects of Surge's mechanics.	Nothing in mind	With the excellent quality of work and good communication!	When are we going to play Among Us?
Finishing up the mechanics and passing it to level designers to design levels for the new mechanics. Focus on lighting and see what is doable/not. Tackle what is necessary for the Vertical slice and work towards that. See if we get can get AI voiceovers for our dialogues.	Can't think of anything	Communicating and sharing ideas. Asking for help when needed.	Probably one of us should look at the feedback we get from other teams in the discussion posts, and make a confluence page to copy and paste maybe. We could take some valuable things from their feedback

Action items

- Try to get the narrative into the game more strongly
- Look into a demo version
- Look into trying to cut off what we have and work on polishing
- Play Among Us
- Look at the discussion post replies for our team
- Look into making the charts in the playtest survey more readable (e.g. making our own charts in Excel)
- Improve formatting of playtest report

2023-01-25 SSCI Retrospective Play

Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	26 Jan 2023
Team	Quiropraxis
Participants	

From Link	Form

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent		
Finalizing our Must Have, Nice to Have and Save it for Beta list Updating our sprints each week by referring to the Must Have List Looking at managing our role permissions since we have more members now. How to manage MSSS students in general	Scope changes. Any additions from this point need to be carefully weighed.	Communication, helpful attitude and energetic.	Not sure.		
Focusing on finishing mechanics and important elements for the Alpha. Trying to make builds often.	Can't think of anything	Communicating and helping each other out. Sharing ideas and work.	Still waiting on the weekend gaming time		
Try and get all of our small changes done to start the next round of focused playtesting. See if we can get a build ready for the upcoming sprint.	Can't think of anything.	Our communication, our commitment, and our individual skills. We've been doing great so far and we just need to keep that passion going!	Maybe as we organize our tasks for the sprint, we should have the goal in mind to make a playtestable build next sprint with whatever the culmination of our work is.		
Prioritize Data mechanics to work on; Consider narrative elements	Limit amount of new contents	Good planning, role divisions, and team members taking initiative	Gartic Phone		
Put all the departments to work on the highest-priority game elements of our list, Also, we should also specify our schedule until the Alpha release specifying smaller and more descriptive tasks with an estimated time for each one.	Taking an extra week out definitely affected my performance	Openly discussing problems and improvement ideas with the team.	We should discuss our tasks more and plan further ahead, considering what we must do based on our priorities in Jira instead of using Miro to create more specific issues. At the moment it is tough to know which task is being blocked by another or if we are working on the one with the highest priority.		
Start polishing and adding final assets to the puzzles and levels we have		Playtesting and identifying issues with the design			

Action items

2023-02-01 SSCI Retrospective Play

Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	02 Feb 2023
Team	Quiropraxis

Participants	
From Link	Form

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
Assess progress and blockers for the deadline of Saturday so Hubery has enough time to make a build and for us to test if things work at Lab. Order our poster before the weekend - maybe Walmart won't have printing open over the weekend or it may not be done printing by Tuesday. Figure out our audio situation since we can't use headphones from SCAET.	Lack of diagrams that could have saved a lot of time and emotional pain.	Enthusiasm and collaborative spirit.	*shrug*
Wrap up and enjoy Share-a-thon	A bit of miscommunication - Should have double checked for clarification after a task assignment / discussion	Group members taking responsibility; Clearly delegated tasks where everyone knows what needs to be done	Chill a bit after the Share-a-thon
Start locking things in, especially features	Can't think of anything at the moment	Let's keep playtesting	Can't think of anything at the moment
Focusing and finishing up our tasks for the Share A Thon. Focusing on the main mechanics and working on high-priority stuff.	It might be good to have presentations or something to watch (visual) while explaining concepts or ideas.	Communicating and helping each other out Being an awesome team ;)	GaMe nIgHt :D
The Share a Thon's got a lot of our attention for the time being, but we should get ready for the development of future content, and the shifts we might need to take.	Can't think of anything	Our constant communication and feedback, along with our willingness to contact each other outside of meetings to make sure everything is clear.	What could be interesting is depending on how much is left to get done for individual disciplines, swap some people around to allow other disciplines to focus on their own work more than the split work they were doing. Maybe with Tiago now working in Level Design, Josh could start punching down the dialogue and narrative stuff in the engine instead of also working on level design.

Action items

- On Tuesday, before the 10am class, some of us will try and come in early to grab headphones from the equipment room
- Use diagrams for clarification more frequently

2023-02-08 SSCI Retrospective Play

Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	08 Feb 2023
Team	Quiropraxis
Participants	
From Link	Form Link

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
Look at our roadmap and rearrange our Must have list based on feedback from playtests as well. Level Up is coming up at end of year so it'd be great to go and have something ready to show.	Not halting work on project early enough for time to build. Not enough testing of our game when things get done. e.g. making a commit leads to something else breaking because it wasn't tested.	Enthusiasm, and energy towards the project and positive attitude.	Start taking advantage of lab resources like the computers to do things like bake light or similar.
Slow down a bit, take time to analyze & discuss playtest observations, and fix / polish things up	We have too many mechanics to be spreaded out at an appropriate pacing within a short play session. I seriously advise against adding anything new, even puzzle elements that don't have much gameplay impact - Frequently seeing & dealing with new things alone would be enough to overwhelm the players Consider expanding more on the existing mechanics and creating more logic-based puzzles	Amazing dedication from everyone and a teamwork spirit	Each person should watch through the recordings on the stations they monitored, and take note on any things to improve (maybe have this as a focus as the next sprint) - The team needs to discuss those findings, identify changes, and determine the direction to aim towards for beta
Start polishing everything we have for the best possible play experience	Stop focusing on complexity when designing	Continue playtesting more	Maybe we should look into trying to showcase our game at some kind of event
Planning out the next levels and their order. We need to put back in all the stuff we took out for the Share A Thon and re-evaluate where it all goes.	Stop thinking of new mechanics to implement. We've got the final two major things being made, but after that we need to focus on getting the rest of the game's content planned out and implemented.	Everyone's communication and collaboration have been excellent. Working in tandem with others and their tasks is what allowed us to push into making the Share A Thon build in time for this week and still be on top of the regular stuff we need for grades.	Maybe doing planned meetings within the level design discipline to delegate the remaining plans would be beneficial. Putting all the puzzles back together and adding the new ones with the teach, test, challenge method could be challenging without some extra time put into organizing it all.
Finishing up the mechanics needed and cutting off any more additional features/content	Can't think of anything	Active communication and asking for help whenever needed.	Can't think of anything
Define all the lightweights we're going to need and start developing their diagrams and greyboxes Develop the two main elements that are still missing, in this case gravity shift and electric grid on and off.	Worry about small things that, despite being a problem, do not create risks to the project.	Testing and testing and receiving feedback	We should have taken food and souvenirs to the people who tested our game

Action items

2023-02-15 SSCI Retrospective Play

Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	16 Feb 2023
Team	Quiropraxis
Participants	
From Link	https://forms.office.com/r/JB0RSB69ar

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
Determine deadline for all content to prep for build-I recommend 2 days before hand.	Not sure.	Attitude of helpfulness and positivity. Getting together for lunch helps bring the team together.	n/a
Start looking into publishing the game, maybe over reading week?	I can't think of anything at the moment	Continue the grind for Alpha	(´`)*:
Put all our focus and strength into alpha build and finish our first full play through version of our game!	Any work that is not related to the alpha build and can wait until Beta	Sharing ideas and getting feedback openly!	I think after the alpha build it's time to start doing more open playtest and publicize our game on forums and etc. to see what the world thinks about it
Finishing and implementing the mechanics in the levels for alpha. Prepare for our presentation	Can't think of anything	Being an awesome team. Communicating and asking for help.	Can't think of anything
Refine levels & mechanics for alpha	-	Great communication	After building, do a slow run through with the team and discuss who can talk about what during each segment
Planning what our next playtests should be focused on. Likely we would be doing more after reading week.	Can't think of anything	The friends we made along the way. Also, we've been doing great with helping each other and communicating progress.	Since we have no classes next week, aside from Friday and electives, we could consider arranging another meeting on Wednesday in the style of Thursdays meetings, and use Thursday as a final check in for the team before the presentations.

Action items

2023-03-08 SSCI Retrospective Play

Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	09 Mar 2023
Team	Quiropraxis
Participants	
From Link	https://forms.office.com/r/JbfeVpZ60M

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
Update Must Have list for Beta Populate Sprints based on that Schedule Playtests and what specific problem they are gathering data on Determine final few Milestones so we aren't surprised	Head Empty	Collaborative spirit, enthusiasm and communication.	At the end of the year, we should all get together for a final hurrah. Whenever we are all available.
	No more new features, for real now. Right, Tiago?		I can't tihnk of anyt

Start polishing what we have, but also start creating a 5-minute demo version for Level Up and other conferences.		We're almost there, it's the last spurt. We're almost there...we're almost done...almost...almost... Anyways, let's keep it up guys.	
Splitting up playtesting responsibilities could result in us getting a wider range of data for whatever it is we need to test.	Big revamps of features or sections of the game. We are running out of time, and doing these big re-dos are pressing on time.	Our ability to adapt to new changes in our schedule. We hadn't foreseen the immediate deadline and change to the sprint, but I believe we handled it well.	Some more in-studio playtesting will likely be more manageable than full-length playtesting with others. We have a looooong game, so doing things like testing puzzles is likely better to do in-house than with people outside of our team.
Test and polish	Can't think of any	Everybody exercising diligence	more amogus
Polishing mechanics and other important features(UI, Controller, etc). Bug fixes and constant testing.	Can't think of anything	Actively communicating and asking for help.	The feedback from the industry guest about mechanics we teach, test and challenge or never re-introduced. Probably look into the flow of mechanics and puzzle again (I think we already did this but just putting this here to remind ourselves)
Update Must Have list for Beta Populate Sprints based on that Schedule Playtests and what specific problem they are gathering data on Determine final few Milestones so we aren't surprised	Head Empty	Collaborative spirit, enthusiasm and communication.	At the end of the year, we should all get together for a final hurrah. Whenever we are all available.
Define what we will use in level-up and polish it at maximum!	Avoiding playtests. It's been a while since we made the alpha build, and we don't have any feedback on that :c	Working smart and hard	Maybe it's time for us to start promoting our game more to the world

✅ Action items

- [ ] More in-studio playtesting

2023-03-15 SSCI Retrospective Play

📋 Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	16 Mar 2023
Team	Quiropraxis
Participants	
From Link	Form

Retrospective

ℹ Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
Create a layout for levels that make an easy 5 minute experience for players. Plan on how our sprints correlate with the Tuesday event on Week 13 Lunch with team week 12 with everybody midday (skip a bit of Chris' morning class)	Not sure.	Communication, ability to pickup tasks that are needed, having fun.	Remember to realign our goals for our industry peers instead of players as for most if not all of us, the goal is to get a full time job in games.
In studio playtests, as we have already discussed, and looking to get everyone to try and playtest with at	Can't think of anything.	Being bros. Remaining focused on our primary pillars and values for the game.	We could take sticky notes or some other paper and stick up the core values of our game above the

least one individual with the alpha build to see if testers, on average, can complete the game. Try to get as much feedback as possible on how digestible our game is.			workstations in the lab to remind us when we work in there.
playtest!! please!!	Nothing that I can remember	Polishing the game and getting ready to participate in events!	Cosplay Data and Surge at XP and Level Up
Internal playtesting	Can't think of anything at the moment	Continue looking into and planning for LevelUp and XP Game Summit	Can't think of anything at the moment
Polishing and testing the revamp levels. Implementing dialogues and subtitles along with them. Have an end for the game. Prepping for Level Up.	Can't think of anything.	Communicating effectively and working smarter	Plan Lunch or Dinner sometime around Week 12 or 13 (before all of us are not available)
Environment & narrative polish, playtest	Can't think of anything	Awesome team cohesion	Prioritize sleep

✅ Action items

- [ ] Playtest

2023-03-22 SSCI Retrospective Play

📋 Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	23 Mar 2023
Team	Quiropraxis
Participants	
From Link	Form

💭 Retrospective

ℹ Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
Outline the remainder of our semester and updating our MUST HAVE LIST	No idea atm, we're doing well	Communication and positivity	Doing that stress check in was really good
I'm wondering if we can get everyone to help with testing after the build is made. Each person try to find at least one person to test the game with and see how long they go before exiting, taking notes along the way for behaviours and bugs.	Don't know.	Updating the team on changes as they happen, and making sure everyone knows when they can or cannot merge with others.	When a level has been finished being modified, we can have other members of the team come in and test them briefly to make sure the changes had the intended affect.
Playtesting	Not playtesting	Trying to playtest	Let's create a "Necessary, Nice-to-Have, Save It" list for the demo build we're planning for Level Up so that we can have a better idea of what we need.
Playtest & Environment Polish	Should form the habit of testing through the Alpha scene (load in from the MainMenu) after implementing things or changing levels	Everyone's dedication	Can't think of any
	Nothing in particular I think		

Polish the game in the aesthetic part, adding props etc, and start preparing for XP and Level Up		Making our game exquisite and showing it to others! Keep getting feedback!	Should we make our game giveaways for events? Like 3D-printed things?
Testing and iterating based on feedback. Finishing up the environment, Main UI and Save System,	Can't think of anything	Communicating and working smarter.	Let's decide lunch/dinner :)

✅ Action items

2023-03-29 SSCI Retrospective Play

📋 Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	30 Mar 2023
Team	Quiropraxis
Participants	
From Link	https://forms.office.com/r/NBqwJqV0eP

💭 Retrospective

ℹ Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent
Work on our video and prep for build - figure out everything we need for deliverables	When things happen, let the team know ASAP	Positivity and collaboration	Pick where we wanna have that lunch
Playtest, just to note it. Once the build is made we should have all the members try and find the time to finish the game as well. We also may have to start looking at things to cut, starting with the smallest things of course.	Don't know	Our cooperation and collaboration with each other. Helping each other out is gonna really get us through these last few weeks.	Try and get in the habit of telling people when you complete a task, even if there's nothing to show. It helps keep the team in the loop on progress, clears up when someone's unblocked, and gives everyone a bit of inspiration!
Preparing our souls to be taken in peace through the dark and tortuous fields of the end of a game design project.	It's hard to think of something. It's hard to think.	Polishing the game so that it is as attractively sensorial as possible for us to show it off at the event. Now there's no way to solve serious problems anymore, so the best we can do is try to make them beautiful problems.	In the sequel, Data can extend her legs instead of her arms
Start identifying and prioritizing bugs based on the severity-to-effort ratio	I can't think of anything	I can't think of anything	I can't think of anything
Finishing up everything with the UI and environment and other important deliverables for our events. The final push, we got this :)	Can't think of anything	Communication and helping each other	Let's finalize Lunch/Dinner Restaurant and time
Wrap up the last bits of the game	Not much	Good planning and communication	Plan out commute to events

✅ Action items

2023-04-05 SSCI Retrospective Play

Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the Retrospective Play.

Date	06 Apr 2023
Team	Quiropraxis
Participants	
From Link	FOrm

Retrospective

Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start	Stop	Continue	Invent

Action items

Meetings

Folder with the report of the meetings related to the project

Search

Expand all Collapse all

Team Meeting notes

Add New Team Meeting

Incomplete tasks from meetings

Description	Due date	Assignee	Task appears on
Create a GANTT chart for the Project Plan deliverable - Template in slate for it - November 10 is our next milestone			2022-10-13 Team Meeting
Try to keep documents within **one** confluence page as too many child pages makes it confusing for me sometimes			2022-10-13 Team Meeting
		Wilson Chan	2022-10-13 Team

Make a logo for our game! @ Wilson Chan or @ Tiago Massochin - Potentially create a .ICO so we can have it attached to Unity's launcher to display when playing		Meeting
@ Wilson Chan Update roadmap and tasks for the new designs listed in "Gameplay Elements" of GDD	Wilson Chan	2022-10-13 Team Meeting
Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)Have a contingency plan for how we cut things in our **Risks section in Team Charter**	Wilson Chan	2022-10-13 Team Meeting
Start doing smaller meetings for smaller topics		2022-10-06 Team Meeting
Everyone needs to add times estimates for the tasks made by Tiago for the entirety of the year		2022-10-06 Team Meeting
Fill out task list		2022-10-04 Team Meeting
Hand in Research Report		2022-10-03 Team Meeting
Figure out valuable UI for our project		2022-09-26 Team Meeting

Decisions from meetings

Page Title	Decisions
2022-09-08 Team Meeting	Finish the Idea prioritization process on 2022-09-09 meeting
2022-09-09 Team Meeting	Meetings will happen on Mondays and Thursdays
	The team defined the main core base as "Manipulate circuits so that you can escape the laboratory's power grid by jumping from appliances to appliances by turning it on and off again, so the inhabitants come and check what's wrong, that's your opportunity!"
	~3 Hours for meetings, none on weekends and ideally they end at 3:30PM EST
	Project roles and responsibilities defined
2022-09-13 Team Meeting	Game hook
	Game anchor
	Key Ingredients

2022-09-15 Team Meeting

- Game hook
- Game anchor
- Key Ingredients

2022-09-22 Team Meeting

- Switch between characters at any time
- One camera per character
- Roadmap draft made

2022-09-29 Team Meeting

- HUB STYLE - Ensure the level is non-linear - the pillar is the hub that allows movement to other levels
- Avoid a colored light - keep it neutral white and limit colors so we can have contrast for different puzzle groups

2022-10-13 Team Meeting

- Look at what date we have to decide to cut levels for scope
- The things we don't finish will need to be moved to the next milestone
- Prep each person's content to share beforehand
- Keep webcam on when presenting to industry people and strangers

2022-11-02 Team Meeting

- Do the 4Ls at the end of the meetings

2022-11-10 Team Meeting

- @ Joshua Pritchett Look at AI voice acting and narratively writing character interactions and implementing them - there is also large opportunity to write dialogue and transition to in-game animations like Data turning her head when looking at an important gameplay element.
- @ Joshua Pritchett Create a PoC of the ending cutscene to gauge scope as there are a lot of bottlenecks to that solution

2022-11-14 Team Meeting

@ Joshua Pritchett @ Farryl Chang **Do not worry about level progression, limit level design to single puzzles that exhibit the use for each mechanic**

2022-11-21 Team Meeting

The exits of each puzzle room NEED to show the bridge in view animating to lead to the next area + Elevator taking you there.

All meeting notes

Title	Creator	Modified
2023-01-18 Team Meeting	Wilson Chan	Jan 18, 2023
2022-10-13 Team Meeting	Wilson Chan	Jan 18, 2023
2022-11-10 Team Meeting	Tiago Massochin	Jan 18, 2023
2022-11-02 Team Meeting	Joshua Pritchett	Jan 18, 2023
2022-12-12 Team Meeting	Wilson Chan	Dec 12, 2022
2022-12-05 Team Meeting	Wilson Chan	Dec 06, 2022
2022-12-01 Team Meeting	Tiago Massochin	Dec 01, 2022
2022-11-21 Team Meeting	Wilson Chan	Nov 21, 2022
2022-11-17 Team Meetings	Joshua Pritchett	Nov 17, 2022
2022-11-14 Team Meeting	Wilson Chan	Nov 14, 2022
2022-09-29 Team Meeting	Wilson Chan	Nov 02, 2022
2022-10-03 Team Meeting	Tiago Massochin	Oct 13, 2022
2022-10-04 Team Meeting	Wilson Chan	Oct 13, 2022
2022-09-26 Team Meeting	Tiago Massochin	Oct 13, 2022
2022-09-15 Team Meeting	Wilson Chan	Oct 11, 2022
2022-10-06 Team Meeting	Tiago Massochin	Oct 06, 2022
2022-09-22 Team Meeting	Tiago Massochin	Sep 22, 2022
2022-09-13 Team Meeting	Tiago Massochin	Sep 22, 2022
2022-09-12 Team Meeting	Tiago Massochin	Sep 22, 2022
2022-09-09 Team Meeting	Tiago Massochin	Sep 22, 2022

Find more results

2023-Q1-01 Team Meating Notes

2023-01-18 Team Meeting

Date

18 Jan 2023

Participants

- @ Wilson Chan

Goals

Participants' Energy Level

We don't have a way to export this macro.

Discussion topics

Time	Item	Presenter	Notes

10m	Narrative+Gameplay Interactions	Wilson	• Emoji particle effects to signify emotional state of characters
			  • e.g. Sad face on Data when Surge goes into a pole
			• Affecting Camera Visuals e.g. a new filter for the camera when you are surge
			  • Maybe as Data, all of Surge's elements are invisible but as Surge, he can see everything
			  • Also, interactable elements (Emissives) are only only glowing if the correct Character is viewing it

Action items

Decisions

2022-Q4-12 Team Meeting Notes

2022-12-05 Team Meeting

Date

05 Dec 2022

Participants

- @ Wilson Chan
- Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)

Goals

- Talk about some level design specs that can be improved
- Talk about next steps on the MVP
- Discuss about Eduardo feedback

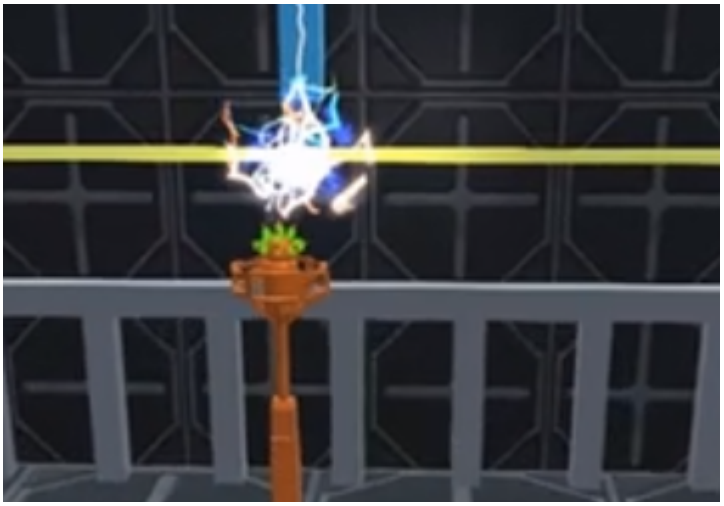
Participants' Energy Level

We don't have a way to export this macro.

Discussion topics

Time	Item	Presenter	Notes

	Polish	Wilson	• Bugs:
			  • The UI scene isn't loaded into the build
			  • interactable object emissives are black when they are turned off
			  • I need to click on the switch but I don't know I can

			I assumed the switch would turn green when power was flowing through it but It didn't Metallic Object (Big orange chunky rectangle) is awkward to move when large and its not snapping to location anymore Surge's electricity VFX isn't appearing around him/not working Generator VFX seems to be scaled oddly **Caused by Generator being scaled smaller** The blocking field isn't eye catching enough to understand **Make all VFX for Wires to be GREEN not BLUE** The electrical VFX that travels along wires
	Eduardo's feedback		**Note the places where each person feels frustration when playing** This way we can test - especially if we don't have tasks within the build Understands the lever game object Transition When surge is in the wire and Data is too far, but he presses a button by accident he has no 3 Cs for the camera control and how it interacts with the character when transitioning from Surge TO DATA **and to feel as seamless from Data to Power Node** Really likes dropping and picking Surge up The pickupable object Requires either **NO physics** "As its NOT FUN" and snapping As a player, he knew what the solution is but the friction in getting to that solution is annoying IF IT IS LARGE - IT NEEDS TO FEEL HEAVY Why is it not visually similar to the wire I am connecting? Make it make sense for the player and remove the disconnect BOTW and Portal had really polished physics values that took **a lot of time** to do ATM the puzzle doesn't feel like it needs physics If we really want it, create opportunities that justify rotating and finding different placement of objects Didn't realize he can interact with the lever by looking at it Animate the switch When off, have it jitter but can't since its off **Doesn't realize since the switch was so far away that he couldn't interact with it** He doesn't realize that the wire isn't communicating thing yet **Visuals** Arc ability needs visual feedback again So does surge when in moving form Likes how he gets loaded into the node when enters a rail inductor **BUT** it is disorientating when camera flips when wire paths are in different directions from the initial look direction Be louder about signifiers - but may be just because of the emissive bugs Idle animations are a good idea when things are powered on **Maybe grey is a better color for inactive rather than red** Since red kind of still denotes things being ON but in a BAD way Potentially replace the Generators that are orange to be Blue since we don't have the Surge's Capacitors atm **The pickupable object needs to be BLUE** **For some reason after the object gets powered on, the objects are black until power is flowing when it turns red** **LEVEL DESIGN:** **Keep objects that are turned on from an interaction in view at all times** 

- Surge needs to be in the right spot as its confusing that Surge's particles aren't on the pole but the end of the wire unlike the other areas
- It is unclear when the switch happens since it happens so fast
  - Since **Right click** is the interactable button the tutorial says use left click
- Movement
  - The cursor is normally lower on the screen so avoid things that are higher up than eye level
  - Make walls SUPER tall so it is clear players can't jump
    - Josh's initial puzzle intro
  - Surge when sitting inside the Rail Inductor
    - His camera needs to match the direction controls to move like looking forward should require using W to move
      - **Direction should be consistent to where you are facing**
      - Add a deadzone as he would start moving his camera and spamming

	Playtest Notes	Tiago	@ Joshua Pritchett
			
			• Avoid too much effort on set dressing atm since things will change
			• The Levers should be on the wall not like a lever
			  • @ Hubery Chu @ Kevin Jacob Stanly Reference the infographics for Switch to update things
			• @ Joshua Pritchett @ Farryl Chang You can have power lines coming through the wall that are already powered on
			  • But this is likely a result of how wires require
			  • **Surge is using a Generator that is ORANGE**
			
			  • **Maintain visual of both characters at the same time**

			• **Rail Inductor should automatically move it it**
			  • Since players already want to move because they entered it
			  • The connecting wire needs to be from the top of the inductor
			• **Wire nodes - Add a branching wire point on the ceiling so Surge can have an overview of how to solve puzzles rather than doing it on the electric grids**

15m	Level Design	@ Tiago Massochin	• Switch applied wrong • Switch wrong proportions • Some generators aren't charged • Charging field wrong implementation • Bad to see both characters • Surge using Data generators • No use of both characters abilities • Metallic objects are orange • Switch not positioned correctly • Don't worry about aesthetic right now • Make the rooms larger
15m	MVP	@ Hubery Chu	

Action items

Decisions

2022-12-12 Team Meeting

Date

12 Dec 2022

Participants

- @ Wilson Chan

Goals

Participants' Energy Level

We don't have a way to export this macro.

Discussion topics

Time	Item	Presenter	Notes
	Checkin with tasks and to-do	Joshua	
	Who and when Presentation will be made		• Who is able?
	New Team Advisor	Wilson	• Joining the Discord Server • Discussion of when we want to meet through the Doodle poll on TEAMS
	Build Playtesting		• We could do this individually afterwards with Farryl and Josh so they get a live first hand view.

Action items

Decisions

2022-Q4-11 Team Meeting Notes

2022-11-17 Team Meetings

Date

14 Nov 2022

Participants

- @ Wilson Chan
- @ Farryl Chang
- @ Joshua Pritchett
- @ Tiago Massochin
- @ Hubery Chu
- @ Kevin Jacob Stanly

Goals

Participants' Energy Level

We don't have a way to export this macro.

Discussion topics

Time	Item	Presenter	Notes
	Retrospective	Wilson	
		Wilson	

Action items

Decisions

2022-11-14 Team Meeting

Date

14 Nov 2022

Participants

- @ Wilson Chan

Goals

Participants' Energy Level

We don't have a way to export this macro.

Discussion topics

Time	Item	Presenter	Notes
			• ClickUp - where are we at on the transition, should we continue? • How should we ease the transition?
		Wilson	• Discuss with Tiago about priority and how to reorganize the backlog for the next two weeks

Action items

Decisions

@ Joshua Pritchett @ Farryl Chang **Do not worry about level progression, limit level design to single puzzles that exhibit the use for each mechanic**

2022-11-02 Team Meeting

Date

02 Nov 2022

Participants

- @ Joshua Pritchett
- @ Farryl Chang
- @ Tiago Massochin
- @ Wilson Chan
- @ Kevin Jacob Stanly
- @ Hubery Chu

Goals

Participants' Energy Level

We don't have a way to export this macro.

Discussion topics

Time	Item	Presenter	Notes
15 min	SSCI Retrospective	@ Wilson Chan	• Go over the team responses and discuss about possible actions 2022-11-02 SSCI Retrospective Play
30 min	4Ls Retrospective	@ Tiago Massochin	• 4Ls retrospective workshop 2022-11-03 4Ls Retrospective Play
45 min - 1 hr	Sprint Check In	@ Joshua Pritchett	• Go through every team members progress thus far and check in on how people feel about their work
30 min - 1 hr	Review Project Plan	@ Joshua Pritchett @ Farryl Chang	• Go over the contents of the project plan with the team and fill out sections that require everyone's potential input
30 min	Pre-Work	@ Joshua Pritchett	• Complete this weeks pre-work and individual surveys in preparation for next weeks collaborator meeting

Action items

- [ ] Add more contrast to the game elements @ Wilson Chan
- [ ] Discuss the progression of the game (linear vs multiple choices) @ Joshua Pritchett @ Tiago Massochin 10 Nov 2022

Decisions

Do the 4Ls at the end of the meetings

2022-11-21 Team Meeting

Date

21 Nov 2022

Participants

- @ Wilson Chan

Goals

Participants' Energy Level

We don't have a way to export this macro.

Discussion topics

Time	Item	Presenter	Notes
			• What do we need for MVP? • How many levels? 1, 2? • How many Mechanics need to be working and their assets? • 1,2,3? • Is the elevator required? Or ist he final bit going to be each bridge opening sequentially to pique interest for final release?
	Next Steps for MVP in Art	@ Wilson Chan @ Tiago Massochin	• What other mechanics need to be designed, if nothing else how should we proceed to MVP? • UI Designs desired by Eduardo next week

Action items

- [ ]

Decisions

The exits of each puzzle room NEED to show the bridge in view animating to lead to the next area + Elevator taking you there.

2022-11-10 Team Meeting

Date

09 Nov 2022

Participants

- Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)

Goals

- Discuss current Sprint issues
- Discuss game current elements
- Discuss Data mechanics

Participants' Energy Level

We don't have a way to export this macro.

Discussion topics

Time	Item	Presenter	Notes
5m	Team energy	@ Tiago Massochin	• Talk about the team current energy level
15m	2022-11-12 SSCI Retrospective Play	@ Wilson Chan	• Go over the retrospective answers and discus about them
45m	Sprint	@ Joshua Pritchett	• Go over the current sprint and discuss with the team about the issues done or in progress
45m	Game current elements and changes	@ Tiago Massochin	• Discuss about the game current elements and changes to be made

45m	Game mechanics	@ Tiago Massochin	• Discuss about the possible mechanics to be implemented
			  • Quantum Entanglement
			  • Filaments

10m	Environment Art Asset List	@ Wilson Chan	• We should discuss scope of work and see how the team feels about it.
15m	Switch to ClickUp	@ Tiago Massochin	• Discuss with the team about the benefits and costs to switch from Jira to ClickUp

Action items

- [ ] Begin working on developing Data and making her feel more important
- [ ] When it comes to meetings, make sure the content is only relevant to all the attending roles to help save on time
- [ ] Check for the possibility of changing from Jira to ClickUp @ Tiago Massochin

Decisions

@ Joshua Pritchett Look at AI voice acting and narratively writing character interactions and implementing them - there is also large opportunity to write dialogue and transition to in-game animations like Data turning her head when looking at an important gameplay element.

@ Joshua Pritchett Create a PoC of the ending cutscene to gauge scope as there are a lot of bottlenecks to that solution

2022-12-01 Team Meeting

Date

01 Dec 2022

Participants

- @ Tiago Massochin
- Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)

Goals

- Discuss the MVP development

Participants' Energy Level

We don't have a way to export this macro.

Discussion topics

Time	Item	Presenter	Notes
15m	2022-11-30 SSCI Retrospective Play	@ Wilson Chan	• Discuss with the team about the retrospective answers

Action items

Decisions

2022-Q4-10 Team Meeting Notes

2022-10-04 Team Meeting

Date

04 Oct 2022

Participants

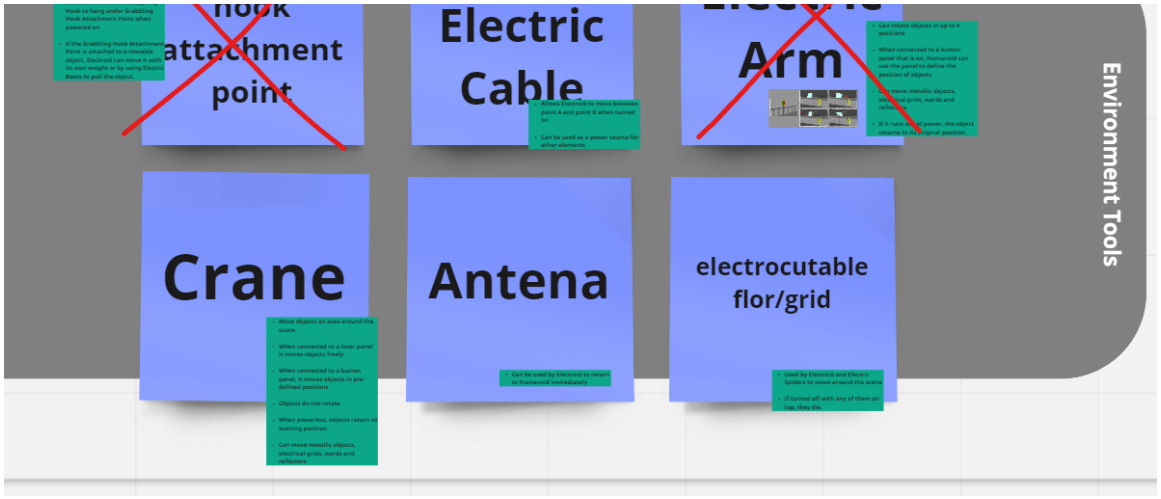
- @ Wilson Chan
- @ Farryl Chang

Goals

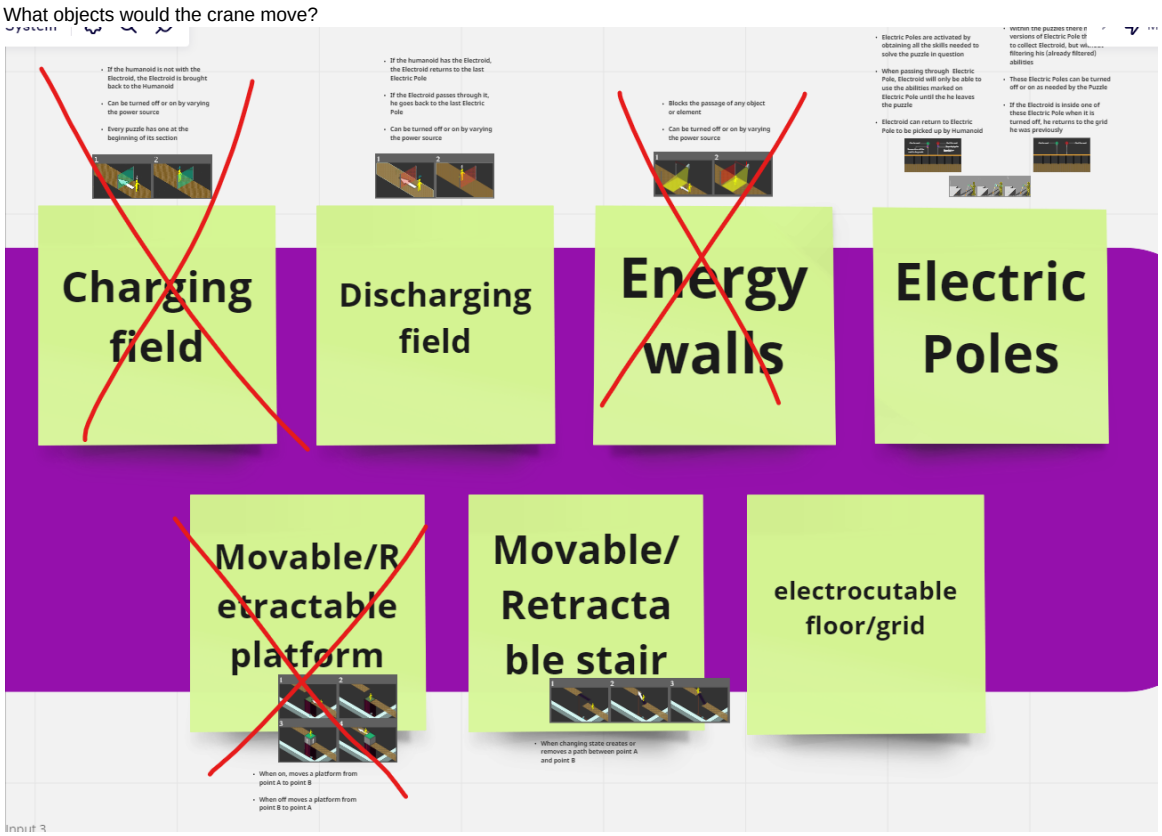
- Figure out what we should keep within our game from Tiago's presentation found here: https://miro.com/app/board/uXjVPXPzpyc=/
- Create task list; aim to have a finished version by the end of the meeting so that everyone can have time to look over it before submitting
- For programmers: plan tasks for Technical Design Document (story in Jira)

Discussion topics

Time	Item	Presenter	Notes
5 Minutes		Wilson	

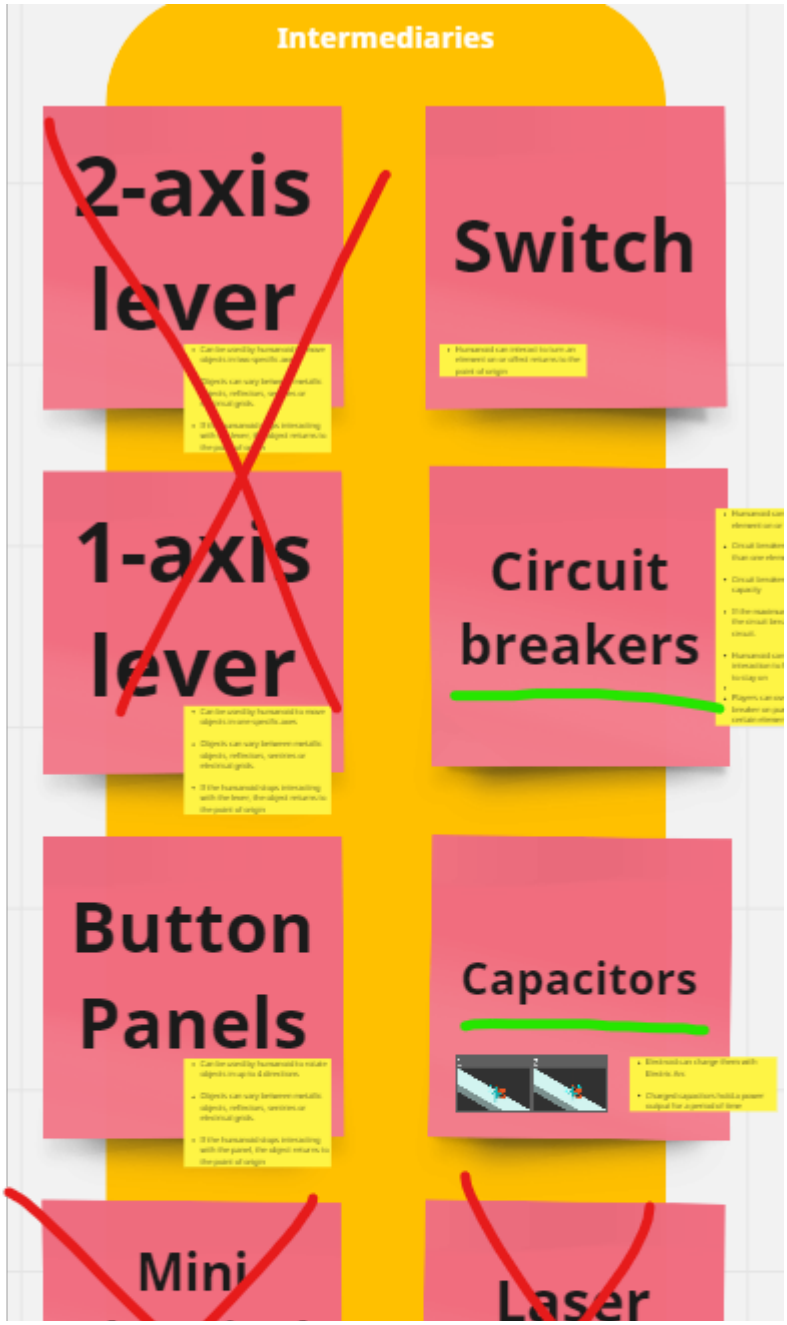


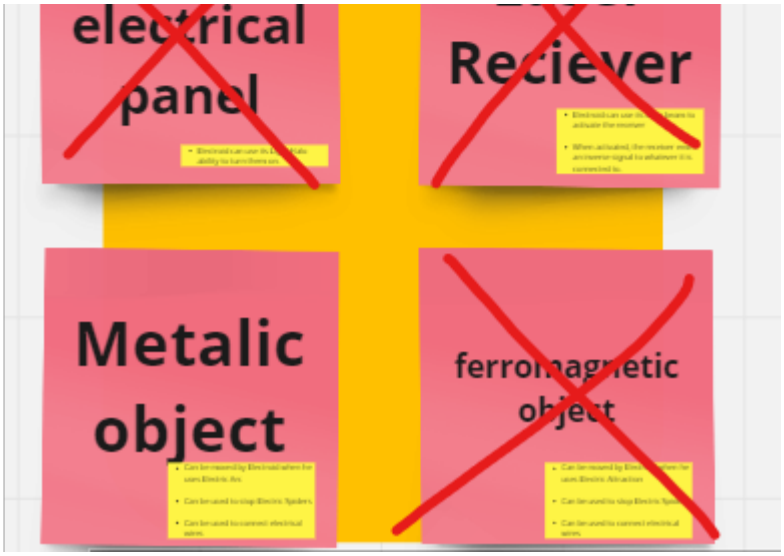
- What objects would the crane move?



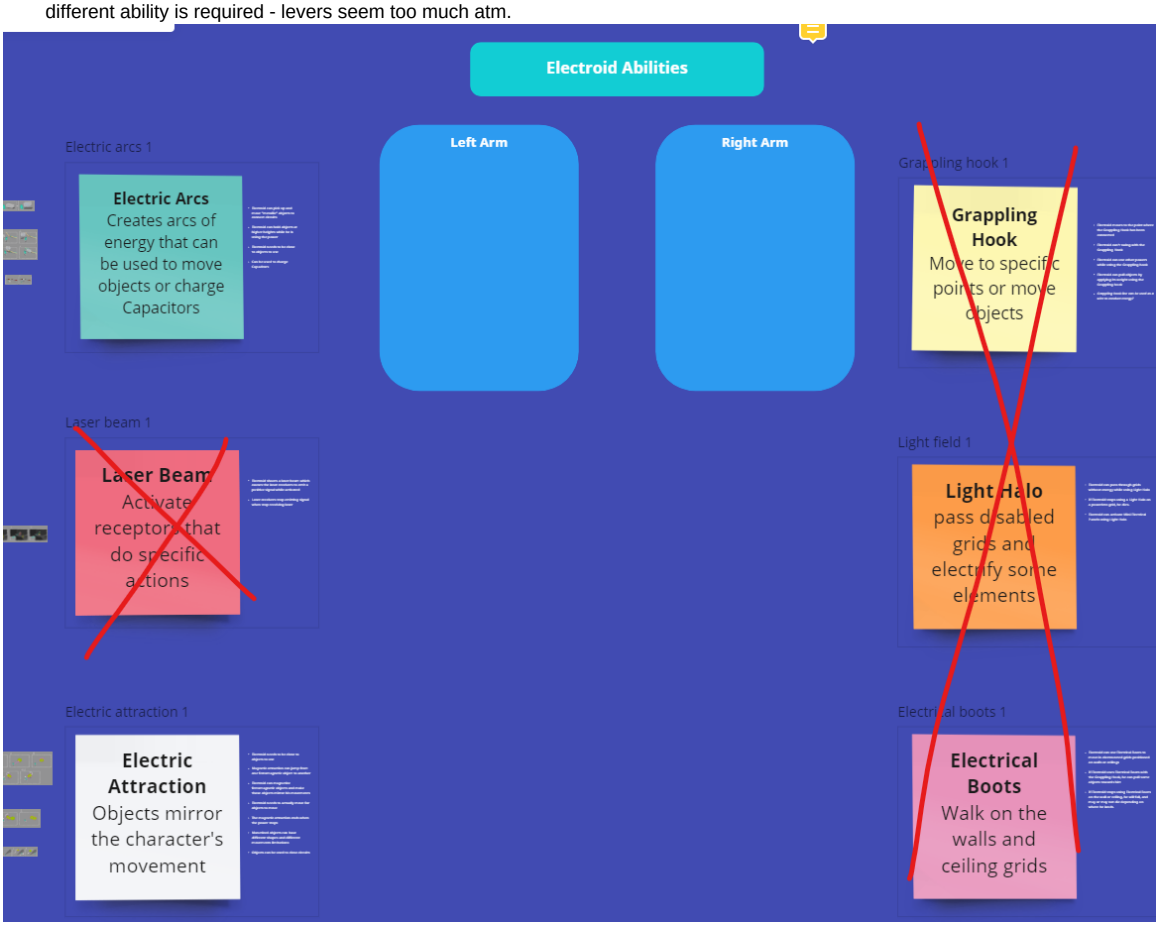
- Electric pole seems essential and the two fields seem redundant removed one

- What if we could drop wires as the humanoid at specific places and use electrode to complete the circuit — elements generator is essential

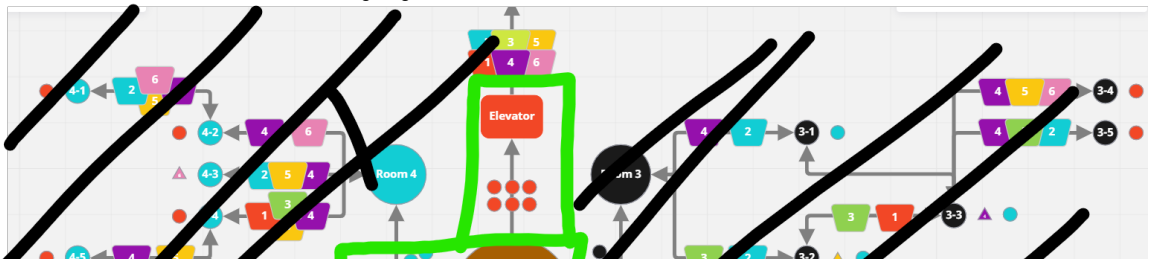


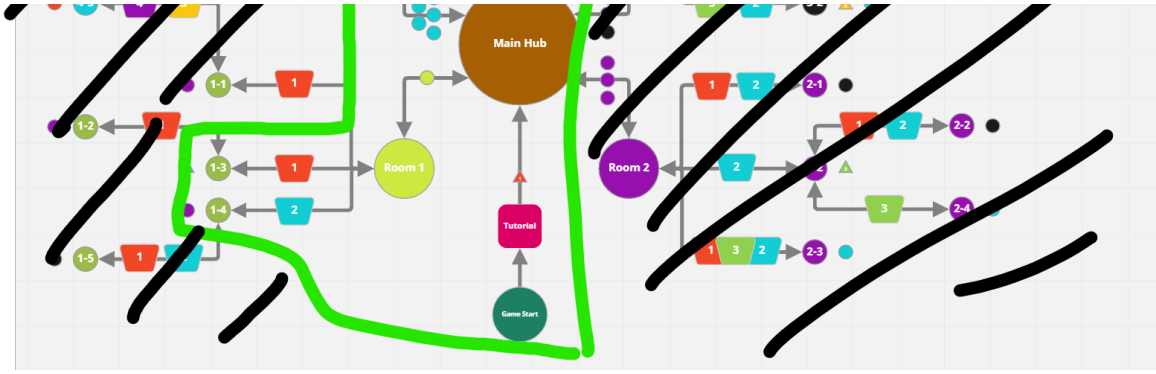


- Capacitors offers some timed anxiety which is interesting - removed fero mag object because it seems similar to metalic one except a different ability is required - levers seem too much atm.



- My personal favorites. Removed light halo because we can have the humanoid interact in the real world to change the placement of circuits which does this function while giving the other character more value



			 • Focus on the tutorial, some agency with puzzle choice and a way out (the elevator) which will encompass our entire core experience. We can do the other things after PoC week

30 min	Tiago's Ideas	Faryl	• Suggest: aim for 30 min - 1 hour of gameplay
			  • Pillar: quality over quantity
			• Question: 4 different keys for human character interactions?
			  • 1 not enough?
			  • Control scheme on keyboard is also confusing and would need to constantly remind the player
			  • I recommend keeping it to one button, or if 4 options are absolutely necessary, one button hold + WASD (+visual prompts to remind where applicable)
			• Concern: being able to use both characters' abilities all the time can be confusing
			  • Especially when one character is off-screen
			  • If an ability is activated off-screen, there's no visual feedback because you can't see the ability being activated
			  • "Increase the amount of decisions the player can make," potentially too many decisions?
			  • Cognitive overload
			  • If this feature is absolutely necessary, we should test it with a prototype before we commit to it
			• Electric character mechanics
			  • Electric attraction and laser could work…I think? Probably?
			  • I'm still having trouble imagining it
			• Human character mechanics
			  • I think the four abilities can be combined into 1
			  • Actually I think it would be confusing if it was split into 4 because they're all similar enough and would probably never be used at the same time (e.g. Q to interact with levers but E to interact with panels? Why not Q for both?)
			• Elements I think fit our game well:
			  • Outputs > Generator
			  • Intermediaries > Switch
			  • Signifiers > Electric cable
			  • Obstructions > Movable/Retractable Platform
			• Question: electric character moves like a standard 3rd-person avatar? Not restricted to circuits?
			• Priority for this week's task list (programming)
			  • Human character controller
			  • WASD controls
			  • Electric character controller
			  • WASD controls
			  • Camera controls
			  • Pivots around current character with mouse
			  • Probably don't worry about passing through walls for now unless we have a prebuilt camera
			  • Human character interaction mechanic
			  • Interact with nearby objects with Q?
			  • Electric pole object
			  • Interactable
			  • Puts electric character…somewhere?
			  • Character toggling
			  • Shift key?

Action items

- [ ] Fill out task list

Decisions

2022-10-03 Team Meeting

Date

03 Oct 2022

Participants

- @ Tiago Massochin
- @ Wilson Chan
- @ Farryl Chang
- @ Joshua Pritchett
- @ Hubery Chu
- @ Kevin Jacob Stanly

Goals

- Talk about Tiago development for game mechanics
- Define the tasks for the next sprint
- Delegate what everyone is working on to get ready for the proof of concept week coming up

Discussion topics

Time	Item	Presenter	Notes
	Game Mechanics	Tiago	• Lots of stuff - scope issue • But the mechanics are very interesting, we should focus on which are our top few for both characters • One character may grow more than the other since Surge has more abilities and it'll feel like they'll grow at different rates.
	Define tasks for the current sprint	Joshua	

Action items

- [ ] Hand in Research Report
- [ ] Define task list for this sprint. Hand it in for this week
- [ ]

Decisions

2022-10-06 Team Meeting

Date

06 Oct 2022

Participants

- Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)

Goals

- Discuss the Features of the project
- Discuss the Elements to be add

Participants' Energy Level

We don't have a way to export this macro.

Discussion topics

Time	Item	Presenter	Notes
5m	Energy Level	@ Wilson Chan	
15m	Retrospective	@ Wilson Chan	• Start doing meetings with smaller groups related to decisions • Start asset list • Start working on the PoC • Stop doing longer discussions for tiny topics • Make sure we write stuff down • Good discussion about team members trusting each other to complete their work • Story point exercise was effective at getting us to make a collective decision • Everyone should continue to expand their task lists on their own
30m	Features and Elements	@ Tiago Massochin	

Action items

- [ ] Everyone needs to add times estimates for the tasks made by Tiago for the entirety of the year
- [ ] Start doing smaller meetings for smaller topics

Decisions

2022-10-13 Team Meeting

Date

13 Oct 2022

Participants

- @ Wilson Chan
- Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)

Goals

Participants' Energy Level

We don't have a way to export this macro.

Discussion topics

Time	Item	Presenter	Notes
	Morning Meeting	Zain	• We normally present person by person discussing our task list and then compare to our deliverable to see what has been completed to identify what each of us may have missed • 4 Levels is concerning as its not traditionally completed in capstone - **be ready to cut that back** • The things we don't finish will need to be moved to the next deliverable • It is supposed to be done and if its not, its a red flag but we need to be able to justify that • Very impressed in us with our progress and organization • **Only concern is scope!**
		Tiago	• @ Tiago Massochin The progression map you showed seems to be linear versus our original intent. How will the floors be laid out in 3D space?

Action items

- [ ] Create a GANTT chart for the Project Plan deliverable - Template in slate for it - November 10 is our next milestone
- [ ] **Submit our task lists by November 2nd that'll cover everything from now to November 10th meeting and you can include all work from PoC**
- [ ] Submit build and presentation into **PoC dropbox** 21 Oct 2022
- [ ] Make a logo for our game! @ Wilson Chan or @ Tiago Massochin - Potentially create a .ICO so we can have it attached to Unity's launcher to display when playing
- [ ] Try to keep documents within **one** confluence page as too many child pages makes it confusing for me sometimes
- [ ] @ Wilson Chan Update roadmap and tasks for the new designs listed in "Gameplay Elements" of GDD
- [ ] Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)Have a contingency plan for how we cut things in our **Risks section in Team Charter**
- [ ]

Decisions

- Look at what date we have to decide to cut levels for scope
- The things we don't finish will need to be moved to the next milestone
- Prep each person's content to share beforehand
- Keep webcam on when presenting to industry people and strangers

2022-Q3-09 Team Meeting Notes

Search

Expand all Collapse all

2022-09-15 Team Meeting

Date

13 Sep 2022

Participants

- Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)

Goals

- Discuss the game system ideas

Discussion topics

Time	Item	Presenter	Notes
1h	Game System	@ Tiago Massochin	• Present first draft of gameplay concept
1h	Work Distribution Chart	@ Tiago Massochin @ Joshua Pritchett	• Define all necessary tasks for the next two weeks FOR EACH PERSON • https://slate.sheridancollege.ca/d2l/le/content/1005596/viewContent/12709061/View (This might be the link to it) • https://slate.sheridancollege.ca/d2l/le/content/1005596/Home(Look at resources)

Action items

Work Distribution Chart 19 Sep 2022

Decisions

Game hook

Game anchor

Key Ingredients

2022-09-08 Team Meeting

Date

08 Sep 2022

Participants

- Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett)

Goals

- Conduct a brainstorming process and define the core of the game

Discussion topics

Time	Item	Presenter	Notes
3h	Brainstorm workshop	@ Tiago Massochin	• Fallow the brainstorm process on the brainstorm page

Action items

Finish the brainstorming process 09 Sep 2022

Decisions

Finish the Idea prioritization process on 2022-09-09 meeting

2022-09-08 Brainstorm

This template is brought to you by Mural, a visual collaboration app.

Facilitator	@ Tiago Massochin
Participants	Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett)
Brainstorm date	08 Sep 2022
Miro conference link	Miro | Online Whiteboard for Visual Collaboration

On this page	• Brainstorm planning
	• Brainstorm pre-work
	• Brainstorm outcomes
	  • Summary of results
	  • Decisions

Brainstorm planning

Goals of the brainstorm	Define the game main core • Desired User Experience • Desired User Emotional Response • Design Razor • Design Pillars
Brainstorming method	☑ **Creative matrix**- quickly generate ideas to address a wide range of people and situations ☑ **Silent circuit**- run a brainstorm that is inclusive of different learning styles and personality types ☑ **Round robin**- get a fresh perspective on an old problem ☑ **Idea prioritization**- visualize and align on which ideas you should pursue first
Participant instructions	1. Review the brainstorm Goals and agenda 2. Open your mind (all ideas are good ideas) 3. Don't criticize the others

Brainstorm pre-work

Brainstorm outcomes

<Embed your results>

Summary of results

Decisions

2022-09-09 Team Meeting

Date

09 Sep 2022

Participants

- Quiropraxis (@Tiago Massochin @Farryl Chang @Hubery Chu @Joshua Pritchett @Kevin Jacob Stanly @Wilson Chan)

Goals

- Finish the brainstorm the game concept
- Fill the Team Charter document

Discussion topics

Time	Item	Presenter	Notes
15m	Meating actions	@ Tiago Massochin	• Discuss with the team all the actions that will be addressed during this meeting
1h	Brainstorm workshop	Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett)	• Finish the Idea prioritization on the brainstorm
2h	Discuss about the Team Charter	Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett)	

Action items

- [ ] Establish a game core concept for the project 09 Sep 2022
- [ ] List of roles and responsibilities 14 Sep 2022
- [ ] Team Decision-Making Plan 14 Sep 2022
- [ ] Conflict Resolution Plan 14 Sep 2022
- [ ] Risk Plan (must include contingency plans) 14 Sep 2022

Decisions

- Meetings will happen on Mondays and Thursdays
- The team defined the main core base as “Manipulate circuits so that you can escape the laboratory's power grid by jumping from appliances to appliances by turning it on and off again, so the inhabitants come and check what's wrong, that's your opportunity!”
- ~3 Hours for meetings, none on weekends and ideally they end at 3:30PM EST
- Project roles and responsibilities defined

2022-09-12 Team Meeting

Date

12 Sep 2022

Participants

- Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)

Goals

- Discuss the game's main system and functions
- Fill up the Team Charter

Discussion topics

Time	Item	Presenter	Notes
1h	Project Core	Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)	• Present ideas for the game mechanics and system
1h	Fill up the Team Charter	Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)	Fill up **ALL** the topics on the document

Action items

Finish the Team Charter Document Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan) 12 Sep 2022

Decisions

2022-09-13 Team Meeting

Date

13 Sep 2022

Participants

- Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)

Goals

- Discuss the game system ideas

Discussion topics

Time	Item	Presenter	Notes
1h	Game System	@ Tiago Massochin	• Present first draft of gameplay concept

Action items

Decisions

Game hook

Game anchor

Key Ingredients

2022-09-22 Team Meeting

Date

19 Sep 2022

Participants

- Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)

Goals

- Talk about the research report
- Check the task and milestone list
- Team Advisement Pre-work - Roadmap + Check-in Form

Discussion topics

Time	Item	Presenter	Notes
15 m	Retrospective	@ Wilson Chan @ Tiago Massochin	• Lead the team throw a Retrospective exercise
15 m	4Ls	@ Wilson Chan @ Tiago Massochin	• Lead the team throw a 4Ls Retrospective exercise
15 m	Slate Assignment	@ Tiago Massochin	• Discuss about the Team Advisement Pre-work - Roadmap + Check-in Form

Action items

Ask Zen about the Milestone assignment deliverable problem

Decisions

- Switch between characters at any time
- One camera per character
- Roadmap draft made

2022-09-26 Team Meeting

Date

19 Sep 2022

Participants

- Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)

Make sure to read all the research before the start of the meeting

Goals

- Discuss the Result chapter on Research Report
- Discuss the Discussion chapter on Research Report
- Discuss the Conclusion chapter on Research Report
- Discuss the Recommendation chapter on Research Report
- Insert all the information on the Research Report Word doc
- Check for academic references to add to the doc

Discussion topics

Time	Item	Presenter	Notes
1h 30 m	Results chapter	Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)	• Each member of the must present the information found duo they research
1 h	Discussion chapter	Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)	• Discuss the result of all research made
30 m	Conclusion chapter	Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)	• Write the conclusions that the team reached because of the discussion made
30 m	Recommendation chapter	Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)	• Write useful information that we can apply to our project

Action items

- [x] Figure out valuable mechanics for our project
- [ ] Figure out valuable UI for our project
- [ ] Figure out valuable Rules for our project
- [ ] Figure out valuable Elements for our project
- [ ] Figure out valuable Aesthetic for our project

Decisions

2022-09-29 Team Meeting

Date

29 Sep 2022

Participants

- Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)

Goals

- Team Retrospective
- Prework Due Friday
- Apply feedback from Zain(10 Minutes)
- Establish next two week's of work for everyone; reference roadmap(20 minutes)
- Share work (2 minutes each)

Discussion topics

Time	Item	Presenter	Notes
12:50	NDD	@ Joshua Pritchett	• Setting: Tech Facility • Advanced technology? • Separate the characters shouldn't be negative feedback • Potentially separate the characters at times to introduce their mechanics one character at a time • At the beginning, Data releases Surge while introducing her mechanics • Environment Storytelling?

13:20	Art Bible	@ Wilson Chan	• Contrast between character
			• Diegetic Information
			• Interesting shapes =! box
			• Create a file hierarchy guideline
			• Aesthetic variation between rooms and mechanics
			• Petals fold down after the player finishes a puzzle instead of folding up
			• Open rooms or corridors?
			
			• HUB STYLE:
			  • Keep levels non-linear
			  • Look to Talos Principle to find ways to get players to go between levels
			• **Puzzle rooms are on the side**
			  • Allow for distinct differences between each set of puzzles like a scientist covering different research topics
			• That much red might not work well and
			• **Allow rooftop to open up**
			• Central column has bridges that rotate around to
			• **Where can player start and end puzzles?**

Action items

- Transfer Roadmap from MIRO to Confluence 05 Oct 2022 @ Tiago Massochin
- Define a name for the game

Decisions

- HUB STYLE - Ensure the level is non-linear - the pillar is the hub that allows movement to other levels
- Avoid a colored light - keep it neutral white and limit colors so we can have contrast for different puzzle groups

Sept. 29, 2022 Meeting Notes

Notes on Meeting With Zain Milestone 01:

Focus on making sure deliverables submitted are not tasks

-Tasklists - Sort by Name in the future --> SUBMIT EVERY WEDNESDAY THE **WEEK BEFORE** MEETING WITH ZAIN

-Deliverable List - Formatting Research report, conclusion section and such is part of a task - so its not necessary - The -only deliverable would be the Research Report

-Quantity with concept art- if it is totally different files

-Don't put anything on SharePoint since you have to be logged in - Put it on Google docs somethign that doesn't require signing in

-Things in PROGRESS SHOULD NOT BE DELIVERABLES

-Documents are not a deliverable until you have a first -pass meaning that every header has content

-Discussions on game mechanics should get a TECHNICAL DOCUMENT that leads to how you will technically implement things into games and formatting, variables and such

-Notes, test instructions is meant to give the reader instructions on how to access the deliverable

-'e.g click on link, open document, go to page 253" - Give reader EXACT info and where to find what they need

- Coding department gets complicated - explain EVERY step to see the build of the game

-'e.g. hubery codes healthbar, when hit, healthbar depletes so instruction is: Load executable, go into main game, pick character, walk up to first zombie, let him hit you, **you will see the lower right hand side the health bar depleting**

-Don't ever make the viewer play through the level

- **Highly recommends a console since when we test its easier** We can do command prompts to teleport the tester to the appropriate section or CHEATS like - give full health, no clip and such or "solve puzzle 1)

-"Shift+W to enter console and type in this command to load

- make a build with that one testable part as there is no time in AAA to make a specific build.

- IF ALL ELSE FAILS: do a video of that section like "memory leak, breaks game " - explain this instruction

- Ideally everything is in the build with instructions on how to access specific parts of the game that is done

- When someone doesn't have a deliverable, as long as the person has a tasks towards a deliverable than it's all good

- A tool for Zain to keep track on the project progressing with team members

- We will explain why tasks aren't done so we can change our scope within production like what we plan doesn't line up with our goals

-Parallel documents - just before meeting people would delete the stuff they didn't get done so that's why he asks for seperate deliverables due

-Peer assessments - more info is better but he cares about the super stars and the slackers.

-Game dev revolves around milestone deliverable tasks lists since that is how people get paid - Lead means management not being better — overtime and crunch happens BECAUSE you need to hit the milestone or no pay. A lead should know what stage the work is at when Producer comes in and needs an update.

- Common to ask people to come in without pay as a result

- IF YOU BREAK THE BUILD

- AAA is massive

- It takes hours to compile! Compiler farms

- Breaking the build right before submission at 6PM will hurt bad

- So while we wait on compiles, someone can check in a broken thing and it becomes a feedback loop

-**Milestones are for us, not Zain - If something needs to be done by x-date you have to ask the assignee**

-Feedback on Team Charter

- Risks are things that may happen - the last few aren't that great - the first few are good. **So risks are things that will hurt the project that MAY happen that we need to plan for**

- Separate the Project Manager roles to be more specific for clarity's sake so we know who is primary and such

- Roles & responsibilities are good

- Conflict Resolution - He wants to know we have a process

- Needs to know "WHO" is responsible

- When we get to an obstacle, how do we handle half wants X, and other half wants Y

So you can't be mad if you set up a dictatorship but then complain

Musical Scoring for Screen and Stage - a one year program to help with capstone that can compose professional music

AND VOICE ACTORS too

Team Advisement Meeting notes

Add New Team Advisement Meeting

Incomplete tasks from meetings

Description	Due date	Assignee	Task appears on

☐ Separate the Project Manager roles to be more specific for clarity's sake so we know who is primary and such @ Tiago Massochin @ Joshua Pritchett 05 Oct 2022	05 Oct 2022	Tiago Massochin	2022-09-29 Team Advisement Meeting
☐ Prototyping mechanics cheaply			2022-11-07 Team Advisement Meeting
☐ RPG, long term gameplay loops CAN be paper prototyped			2022-11-07 Team Advisement Meeting
☐ Fast pace, moment to moment mechanics are very difficult			2022-11-07 Team Advisement Meeting
☐ The easiest way is to do a diagram like what Tiago did. If its not clear at that point, we'll likely have a hard time understanding it in game			2022-11-07 Team Advisement Meeting
☐ Fable II only had one camera with a camera manager, the biggest challenge was you can NEVER cut between cameras (Render a frame at A and a frame at B then swap between frames). The camera position would always interpolate - bound to floating point errors, bugs and visual errors like screen tearing			2022-11-07 Team Advisement Meeting
☐ @ Wilson Chan We have our own mental models of things like the Generators for our game.		Wilson Chan	2022-11-07 Team Advisement Meeting
☐ @ Hubery Chu @ Kevin Jacob Stanly What is the intention behind ONE camera. Look into separate cameras between both characters - We can then swap between characters more freely RATHER than repositioning cameras as we will hit the problem with Surge's abilities with everything!		Hubery Chu	2022-11-07 Team Advisement Meeting
☐ Eduardo did the slide presentations for every department at Ubisoft each Monday with a stand-up style			2022-11-07 Team Advisement Meeting
☐ Ensure the team has a good vision of the core experience which is a puzzle game with platforming elements			2022-10-03 Team Advisement Meeting

Decisions from meetings

Page Title	Decisions
2022-09-08 Team Meeting	Finish the Idea prioritization process on 2022-09-09 meeting
2022-09-09 Team Meeting	Meetings will happen on Mondays and Thursdays
	The team defined the main core base as "Manipulate circuits so that you can escape the laboratory's power grid by jumping from appliances to appliances by turning it on and off again, so the inhabitants come and check what's wrong, that's your opportunity!"
	~3 Hours for meetings, none on weekends and ideally they end at 3:30PM EST
	Project roles and responsibilities defined

2022-09-13 Team Meeting

- Game hook
- Game anchor
- Key Ingredients

2022-09-15 Team Meeting

- Game hook
- Game anchor
- Key Ingredients

2022-09-22 Team Meeting

- Switch between characters at any time
- One camera per character
- Roadmap draft made

2022-09-29 Team Meeting

- HUB STYLE - Ensure the level is non-linear - the pillar is the hub that allows movement to other levels
- Avoid a colored light - keep it neutral white and limit colors so we can have contrast for different puzzle groups

2022-10-13 Team Meeting

- Look at what date we have to decide to cut levels for scope
- The things we don’t finish will need to be moved to the next milestone
- Prep each person’s content to share beforehand
- Keep webcam on when presenting to industry people and strangers

2022-11-02 Team Meeting

- Do the 4Ls at the end of the meetings

2022-11-10 Team Meeting

@ Joshua Pritchett Look at AI voice acting and narratively writing character interactions and implementing them - there is also large opportunity to write dialogue and transition to in-game animations like Data turning her head when looking at an important gameplay element.

@ Joshua Pritchett Create a PoC of the ending cutscene to gauge scope as there are a lot of bottlenecks to that solution

2022-11-14 Team Meeting

@ Joshua Pritchett @ Farryl Chang **Do not worry about level progression, limit level design to single puzzles that exhibit the use for each mechanic**

2022-11-21 Team Meeting

The exits of each puzzle room NEED to show the bridge in view animating to lead to the next area + Elevator taking you there.

All meeting notes

Title	Creator	Modified
2023-01-18 Team Meeting	Wilson Chan	Jan 18, 2023
2022-10-13 Team Meeting	Wilson Chan	Jan 18, 2023
2022-11-10 Team Meeting	Tiago Massochin	Jan 18, 2023
2022-11-02 Team Meeting	Joshua Pritchett	Jan 18, 2023
2022-12-12 Team Meeting	Wilson Chan	Dec 12, 2022
2022-12-05 Team Meeting	Wilson Chan	Dec 06, 2022
2022-12-01 Team Meeting	Tiago Massochin	Dec 01, 2022
2022-11-21 Team Meeting	Wilson Chan	Nov 21, 2022
2022-11-17 Team Meetings	Joshua Pritchett	Nov 17, 2022
2022-11-14 Team Meeting	Wilson Chan	Nov 14, 2022
2022-09-29 Team Meeting	Wilson Chan	Nov 02, 2022
2022-10-03 Team Meeting	Tiago Massochin	Oct 13, 2022
2022-10-04 Team Meeting	Wilson Chan	Oct 13, 2022
2022-09-26 Team Meeting	Tiago Massochin	Oct 13, 2022
2022-09-15 Team Meeting	Wilson Chan	Oct 11, 2022
2022-10-06 Team Meeting	Tiago Massochin	Oct 06, 2022
2022-09-22 Team Meeting	Tiago Massochin	Sep 22, 2022
2022-09-13 Team Meeting	Tiago Massochin	Sep 22, 2022
2022-09-12 Team Meeting	Tiago Massochin	Sep 22, 2022
2022-09-09 Team Meeting	Tiago Massochin	Sep 22, 2022

Find more results

2023 Q1 Team Advisement Meeting notes

2023-01-26 Team Advisement Meeting

Meeting overview

- Meeting goals
- Key attendees
- Processes

Open action items

Description	Due date	Assignee	Task appears on
☐ Ensure the team has a good vision of the core experience which is a puzzle game with platforming elements			2022-10-03 Team Advisement Meeting

Meeting minutes

Date	Attendees	Agenda	Notes, decisions and action items	
03 Oct 2022	Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)	**Playtest**	• Ensure we always have targeted goals and objectives. • Playtesting's purpose is to gauge the design - is what we are making living up to our intended play experience, beta /QA testing is to test if it works which is different. • No one makes a game to be broken. • A good playtest objective is: "The stretchy arm mechanic, how is it used, when and why do they use it? How does that impact our game design?" Whether or not it breaks is useless in a playtest. • The metrics can be our own use. • Playtest Report is formal, something we are showing to an external person on the team. Informal playtests like within the team, don't require reports and such. • Reports must be game changing like the arm stretching mechanic - but how high to jump isn't worth the time investment to create a report. • Consider who the audience is when creating documents/reports. • Playtest reports are used to justify time and resources are spent to see if its worth putting more resources in. • Things like the Skillgate in swapping puzzles findings and uncovering what is going on then suggesting recommendations is what a playtest report .	☐
		Design Improvement Plan:	• This is a quick summary to give to a stakeholder to test - easy to give to other team members to address things. • Playtest Report is for people interested - It must be related to the ISSUE UNCOVERED in the playtest - e.g. the skillgate is too hard. • So how will we address THIS ONE SPECIFIC ISSUE. • Goal: Fix our skillgate issue so players learn how to use the main mechanic - Be very specific when writing action plans and goals. Be concise and to the point - Metrics: • The things that are required to gauge if the action plan worked/design improvement plan. • TImeline: - Task list will show "first pass of new puzzle is in 2 days, new signifiers, 3 days later, and an internal playtesting after a day" - Signatures -	

			the plan is written, the lead would sign to say the team is doing it.	

2022 Q4 Team Advisement Meeting notes

2022-10-03 Team Advisement Meeting

Meeting overview

- Meeting goals
- Key attendees
- Processes

Open action items

Description	Due date	Assignee	Task appears on
☐ Ensure the team has a good vision of the core experience which is a puzzle game with platforming elements			2022-10-03 Team Advisement Meeting

Meeting minutes

Date	Attendees	Agenda	Notes, decisions and action items
03 Oct 2022	Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)	• How to ensure each team has input? • How to start working on our builds and projects	☐ Ensure the team has a good vision of the core experience which is a puzzle game with platforming elements **Do not design by committee:** Do not discuss every design decisions through team meetings . Trust eachother but if it is drastic change like “now it is multiplayer” is a big change. Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin) BRING PROBLEMS BEFORE OUR MEETINGS so they are useful **in the Agenda for the next meeting** Get a testable environment in the build to solve our problems @ Hubery Chu **Figure out how Surge moves on a constrained path!**

2022-10-31 Team Advisement Meeting

Notes:

- Document discrepancies in gameplay and value between Data and Surge
- Nail down the look of everything before working hard on implementing final models. Data for example
- Signifiers for nouns and objects
- Fix lighting and shadow issues
- Art bible poly count and examples of assets

- Create benchmark for assets (Make a diorama with interactive, hero and others to gauge detail with the FINAL look)
- Look at the sense of scale for game levels
  - There is a sense of emptiness that exists (Do we want this to be intentional?)
  - Play with Level Design as the open vast spaces need to feel interesting - Look at Journey for references
  - Have points of interest throughout the vast space
- Camera, we want players to be able to look up at the exit of the cylinder without the camera going into a wall or the floor
- Meshrendering: Consider doing it in a staged method where the mesh renders after the rail is set up

Collaborator Playtest:

- His ultra wide monitor was throwing off the accuracy of Surge's abilities
- Found walking to an electric pole to drop Surge off to put him in was weird. Feels that having agency, the ability to choose with a button, would be better
- After a block collides with something it floats in a direction when Surge is holding it
- Controlling the character in the wire is off. Looking directly at the wire doesn't let you move straight
- Recommends not using physics for the movement of conductors
  - Am I holding an object? Am I looking at a break in the wire? Put the object in the break
- Game is very dark and darkens in certain areas for some reason
- Either don't turn on the interact UI until you're able to do so, or make it so you can interact with when the UI is displayed
- Allow the players to turn generators on and off
  - The generator at the beginning of the first puzzle should be off to teach players they can turn it on
  - Make the visuals that a generator is on more noticeable. The ball in the center spinning
- Camera cut instead of blend maybe when switching between characters
- Visual signifier to determine what wires are powered

2022-11-07 Team Advisement Meeting

Meeting overview

- Meeting goals
- Key attendees
- Processes

Open action items

Description	Due date	Assignee	Task appears on
[ ] Ensure the team has a good vision of the core experience which is a puzzle game with platforming elements			2022-10-03 Team Advisement Meeting

Meeting minutes

Date	Attendees	Agenda	Notes, decisions and action items
07 Nov 2022	Quiropraxis (@ Wilson Chan @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Tiago Massochin)		[ ] Eduardo did the slide presentations for every department at Ubisoft each Monday with a stand-up style [ ] @ Wilson Chan We have our own mental models of things like the Generators for our game. [ ] @ Hubery Chu @ Kevin Jacob Stanly What is the intention behind ONE camera. Look into separate cameras between both characters - We can then swap between characters more freely RATHER than repositioning cameras as we will hit the problem with Surge's abilities with everything! [ ] Fable II only had one camera with a camera manager, the biggest challenge was you can NEVER cut between cameras (Render a frame at A and a frame at B then swap between frames). The camera position would always interpolate - bound to floating point errors, bugs and visual errors like screen tearing [ ] Prototyping mechanics cheaply

- [ ] RPG, long term gameplay loops CAN be paper prototyped
- [ ] Fast pace, moment to moment mechanics are very difficult
- [ ] The easiest way is to do a diagram like what Tiago did. If its not clear at that point, we'll likely have a hard time understanding it in game

Start leading the advisement meetings by having problems we need help from

Give context to the things you want implemented

@ Tiago Massochin Define what signifiers each object needs so @ Wilson Chan knows what to absolutely include.
-e.g. a signifier for Common things that Surge and this is universal to every object
-e.g. activation and deactivation objects ALL SHARE THE SAME SIGNIFIERS

@ Joshua Pritchett Look at pre-rendering a video SEPERATE from the game engine so we can iterate on it faster to REDUCE risk as its hard to get things to blend with cinematic to gameplay transition.

-We can also have a skip for cinematic so we don't need to playtest with a in-engine cinematic as it will be frustrating for us and testers.

@ Tiago Massochin continue your great diagrams of showcasing mechanics in context of gameplay and test us on how to use mechanics. Eduardo mentions this is a great way of prototyping. What our metric for success is CLARITY and communication of experience to players.

Notes

- Look at Fable 2 camera for ideas on a camera controller. String and cage method vs the common stick method
- Look into using more than one camera vs one camera that moves everywhere
- Cinematics will be videos that try their best to end in a similar position to the character controller so that transition to and from gameplay is as smooth as possible
- Make objects like the poles used to transfer Surge more noticeable in the environment
  - Maybe the lights on the switch panels glow when its powered to signify that it can now be interacted with

2022-11-10 Team Advisement Meeting

Meeting overview

- Week 07 & 08

Open action items

Meeting minutes

- Open all of your presentation with a welcome message
  - "Hello everyone, we're quiropraxis, welcome to our PoC presentation"

- Then, have a team slide
  - Images or avatars of yourselves with full name and role
  - Take turns introducing yourselves
- Tell the audience what your topic is
  - "Here's our concept, our pillars, etc."
- At the end, tie everything together by thanking your audience for listening
- If there's a VIP in the audience, you should thank your entire audience then also thank the VIP by name
  - "Thank you Dave from Ubisoft for taking time out of your busy day to be here"
- Try to reduce all text on your slides, if you can then have just images
- This applies to all presentations moving forward

2022-11-14 Team Advisement Meeting

Notes:

2022-11-21 Team Advisement Meetings

Notes:

- As a team we need to “shift” into MVP mode. We should try to get all hands on deck on working on the build.
  - Stuff that isn’t going into the build isn’t as important right now

- **Figure out a list of things we need for MVP by today WE NEED TO WORK ON BUILD NOW - ALL HANDS**

- ANYTHING NOT GOING INTO THE BUILD IS IRRELEVANT - LOW PRIORITY

-E.G. level design and such - **whatever players see in the build need to be focused on**

- Have a backup plan if our initial goals doesn't work for player playing simultaneously with two characters

- "We are working against our own goal so there is a risk"

- "Using the ability of another character while controlling the first one is an interesting challenge" - Eduardo - We need to define this clearly to our programmers and designers

- Player not switching back and forth because when you are disconnected from a character you lose the ability to understand as a player what each character is doing

- **spatial awareness of both characters VERY BIG CHALLENGE**

- e.g. a split screen/minimap and such to solve that?

-e.g. A leash to limit how far away other character can move so Both characters are visible

- e.g. the hybrid of both, after a certain distance, you now have two screens

- but two parts of the level loads with memory budget

- But if you move around with Data and trying to do something else, as a player **it is easy to lose track even if the space allows players to see eachother already** - In Fable - as a designer you can add items of interest to cameras so both the player and that key interest item are framed together

- **@Wilson @Farryl @Joshua** Consider how to level design so players can see bridge unfold after solving a puzzle

@Zizo @Wilson @Kevin Figure out UI design and implementation - Eduardo wants an update on this next week

2022 Q3 Team Advisement Meeting notes

2022-09-12 Team Advisement Meeting notes

Meeting overview

- Introduce ourselves to our adviser

Action items

Description	Due date	Assignee	Task appears on
	05 Oct 2022	Tiago Massochin	2022-09-29 Team Advisement Meeting

Separate the Project Manager roles to be more specific for clarity's sake so we know who is primary and such @ Tiago Massochin @ Joshua Pritchett 05 Oct 2022		
Prototyping mechanics cheaply		2022-11-07 Team Advisement Meeting
RPG, long term gameplay loops CAN be paper prototyped		2022-11-07 Team Advisement Meeting
Fast pace, moment to moment mechanics are very difficult		2022-11-07 Team Advisement Meeting
The easiest way is to do a diagram like what Tiago did. If its not clear at that point, we'll likely have a hard time understanding it in game		2022-11-07 Team Advisement Meeting
Fable II only had one camera with a camera manager, the biggest challenge was you can NEVER cut between cameras (Render a frame at A and a frame at B then swap between frames). The camera position would always interpolate - bound to floating point errors, bugs and visual errors like screen tearing		2022-11-07 Team Advisement Meeting
@ Wilson Chan We have our own mental models of things like the Generators for our game.	Wilson Chan	2022-11-07 Team Advisement Meeting
@ Hubery Chu @ Kevin Jacob Stanly What is the intention behind ONE camera. Look into separate cameras between both characters - We can then swap between characters more freely RATHER than repositioning cameras as we will hit the problem with Surge's abilities with everything!	Hubery Chu	2022-11-07 Team Advisement Meeting
Eduardo did the slide presentations for every department at Ubisoft each Monday with a stand-up style		2022-11-07 Team Advisement Meeting
Ensure the team has a good vision of the core experience which is a puzzle game with platforming elements		2022-10-03 Team Advisement Meeting
Task lists - **Sort by Name** in the future --> SUBMIT EVERY WEDNESDAY THE **WEEK BEFORE** MEETING WITH ZAIN		2022-09-29 Team Advisement Meeting
Deliverable List - Formatting Research report, conclusion section and such is part of a task - so its not necessary - The -only deliverable would be the Research Report		2022-09-29 Team Advisement Meeting
A tool for Zain to keep track on the project progressing with team members		2022-09-29 Team Advisement Meeting
Conflict Resolution - He wants to know if we have a process - Needs to know "WHO" is responsible		2022-09-29 Team Advisement Meeting
Discussions on game mechanics should get a TECHNICAL DOCUMENT that leads to how you will technically implement things into games and formatting, variables and such @ Hubery Chu @ Farryl Chang	Hubery Chu	2022-09-29 Team Advisement Meeting

Meeting minutes

Date	Attendees	Agenda	Notes, decisions and action items
12 Sep 2022		Introduce ourselves and talk about the project	

	Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan) Eduardo Hulshof		

2022-09-26 Team Advisement Meeting notes

Meeting overview

- Introduce ourselves to our adviser

Action items

Description	Due date	Assignee	Task appears on
Separate the Project Manager roles to be more specific for clarity's sake so we know who is primary and such @ Tiago Massochin @ Joshua Pritchett 05 Oct 2022	05 Oct 2022	Tiago Massochin	2022-09-29 Team Advisement Meeting
Prototyping mechanics cheaply			2022-11-07 Team Advisement Meeting
RPG, long term gameplay loops CAN be paper prototyped			2022-11-07 Team Advisement Meeting
Fast pace, moment to moment mechanics are very difficult			2022-11-07 Team Advisement Meeting
The easiest way is to do a diagram like what Tiago did. If its not clear at that point, we'll likely have a hard time understanding it in game			2022-11-07 Team Advisement Meeting
Fable II only had one camera with a camera manager, the biggest challenge was you can NEVER cut between cameras (Render a frame at A and a frame at B then swap between frames). The camera position would always interpolate - bound to floating point errors, bugs and visual errors like screen tearing			2022-11-07 Team Advisement Meeting
@ Wilson Chan We have our own mental models of things like the Generators for our game.		Wilson Chan	2022-11-07 Team Advisement Meeting
@ Hubery Chu @ Kevin Jacob Stanly What is the intention behind ONE camera. Look into separate cameras between both characters - We can then swap between characters more freely RATHER than repositioning cameras as we will hit the problem with Surge's abilities with everything!		Hubery Chu	2022-11-07 Team Advisement Meeting
Eduardo did the slide presentations for every department at Ubisoft each Monday with a stand-up style			2022-11-07 Team Advisement Meeting
			2022-10-03 Team

☐ Ensure the team has a good vision of the core experience which is a puzzle game with platforming elements		Advisement Meeting
☐ Task lists - **Sort by Name** in the future --> SUBMIT EVERY WEDNESDAY THE **WEEK BEFORE** MEETING WITH ZAIN		2022-09-29 Team Advisement Meeting
☐ Deliverable List - Formatting Research report, conclusion section and such is part of a task - so its not necessary - The -only deliverable would be the Research Report		2022-09-29 Team Advisement Meeting
☐ A tool for Zain to keep track on the project progressing with team members		2022-09-29 Team Advisement Meeting
☐ Conflict Resolution - He wants to know if we have a process - Needs to know "WHO" is responsible		2022-09-29 Team Advisement Meeting
☐ Discussions on game mechanics should get a TECHNICAL DOCUMENT that leads to how you will technically implement things into games and formatting, variables and such @ Hubery Chu @ Farryl Chang	Hubery Chu	2022-09-29 Team Advisement Meeting

Meeting minutes

Date	Attendees	Agenda	Notes, decisions and action items
26 Sep 2022	Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan) Eduardo Hulshof	Discuss about the research	Notes On Roadmap • We could have done things Earlier e.g. art bible since there was nothing blocking it • IDENTIFY places where no work is done and address that • We see where things start ramping up -Why are some blocks empty? • If player needs to backtrack **-make sure the way back down is enjoyable** • Maybe in these instances their is a “way back” powerup that allows physical body to become electrical Essential puzzle mechanics will take longer than a week - extend it on our Roadmap Extend blocks that take more than one week How will the characters get recombined? Recallability maybe League style. Address how we portray puzzles as it affects camera and such MEETING EFFICIENCY: There is a goal and an agenda! MEETING EFFICIENCY: How to keep the meeting timeframe as small as possible - e.g. if we book an hour meeting but discussion only takes 15 minutes BUT WE WILL USE allt he time

			MEETING EFFICIENCY: We must come out of a meeting with a decision point MEETING EFFICIENCY: HAVE A PROMPT per meeting so we have opinions and thoughts before it. SO WE CAN MAKE DECISIONS - the “what do you think” is inefficient. MEETING EFFICIENCY: Only people that need to be in the meeting should be there and then the rest of the team is informed of the decisions Look at how other games HANDLE THE CYLINDRICAL level ASPECT - maybe shortcuts - DON’T TRY TO KEEP EVERYTHING IN THE TUBE e.g. rooms

2022-09-29 Team Advisement Meeting

Meeting overview

- Meeting goals
- Key attendees
- Processes

Open action items

Description	Due date	Assignee	Task appears on
Separate the Project Manager roles to be more specific for clarity's sake so we know who is primary and such @ Tiago Massochin @ Joshua Pritchett 05 Oct 2022	05 Oct 2022	Tiago Massochin	2022-09-29 Team Advisement Meeting
Task lists - **Sort by Name** in the future --> SUBMIT EVERY WEDNESDAY THE **WEEK BEFORE** MEETING WITH ZAIN			2022-09-29 Team Advisement Meeting
Deliverable List - Formatting Research report, conclusion section and such is part of a task - so its not necessary - The -only deliverable would be the Research Report			2022-09-29 Team Advisement Meeting
A tool for Zain to keep track on the project progressing with team members			2022-09-29 Team Advisement Meeting
Conflict Resolution - He wants to know if we have a process - Needs to know "WHO" is responsible			2022-09-29 Team Advisement Meeting
Discussions on game mechanics should get a TECHNICAL DOCUMENT that leads to how you will technically implement things into games and formatting, variables and such @ Hubery Chu @ Farryl Chang		Hubery Chu	2022-09-29 Team Advisement Meeting

Meeting minutes

Notes on Meeting With Zain Milestone 01:

Focus on making sure deliverables submitted are not tasks

- [ ] Task lists - **Sort by Name** in the future --> SUBMIT EVERY WEDNESDAY THE **WEEK BEFORE** MEETING WITH ZAIN
- [ ] Deliverable List - Formatting Research report, conclusion section and such is part of a task - so its not necessary - The -only deliverable would be the Research Report
- [ ] Discussions on game mechanics should get a TECHNICAL DOCUMENT that leads to how you will technically implement things into games and formatting, variables and such @ Hubery Chu @ Farryl Chang
- [ ] A tool for Zain to keep track on the project progressing with team members
- [ ] Separate the Project Manager roles to be more specific for clarity's sake so we know who is primary and such @ Tiago Massochin @ Joshua Pritchett 05 Oct 2022
- [ ] Conflict Resolution - He wants to know if we have a process - Needs to know "WHO" is responsible

Quantity with concept art- if it is totally different files

Things in PROGRESS SHOULD NOT BE DELIVERABLES

Documents are not a deliverable until you have a first pass meaning that every header has content

Notes, test instructions is meant to give the reader instructions on how to access the deliverable (e.g click on link, open document, go to page 253" - Give reader EXACT info and where to find what they need)

Coding department gets complicated - explain EVERY step to see the build of the game (e.g. hubery codes healthbar, when hit, healthbar depletes so instruction is: Load executable, go into main game, pick character, walk up to first zombie, let him hit you, **you will see the lower right hand side the health bar depleting)**

Don't ever make the viewer play through the level

Highly recommends a console since when we test its easier We can do command prompts to teleport the tester to the appropriate section or CHEATS like - give full health, no clip and such or "solve puzzle 1, Shift+W to enter console and type in this command to load

Make a build with that one testable part as there is no time in AAA to make a specific build

IF ALL ELSE FAILS: do a video of that section like "memory leak, breaks game " - explain this instruction

Ideally everything is in the build with instructions on how to access specific parts of the game that is done

When someone doesn't have a deliverable, as long as the person has a tasks towards a deliverable than it's all good

We will explain why tasks aren't done so we can change our scope within production like what we plan doesn't line up with our goals

Peer assessments - more info is better but he cares about the super stars and the slackers

Milestones are for us, not Zain - If something needs to be done by x-date you have to ask the assignee

Game dev revolves around milestone deliverable tasks lists since that is how people get paid - Lead means management not being better — overtime and crunch happens BECAUSE you need to hit the milestone or no pay. A lead should know what stage the work is at when Producer comes in and needs an update.

- Common to ask people to come in without pay as a result
- IF YOU BREAK THE BUILD
- AAA is massive
- It takes hours to compile! Compiler farms
- Breaking the build right before submission at 6PM will hurt bad
- So while we wait on compiles, someone can check in a broken thing and it becomes a feedback loop

Feedback on Team Charter

- Risks are things that may happen - the last few aren't that great - the first few are good.

So risks are things that will hurt the project that MAY happen that we need to plan for

- Separate the Project Manager roles to be more specific for clarity's sake so we know who is primary and such
- Roles & responsibilities are good
- Conflict Resolution

- He wants to know we have a process

- Needs to know "WHO" is responsible
- When we get to an obstacle, how do we handle half wants X, and other half wants Y
- So you can't be mad if you set up a dictatorship but then complain
- Musical Scoring for Screen and Stage - a one year program to help with capstone that can compose professional music
- AND VOICE ACTORS too

Retrospective's Record

Search

Expand all Collapse all

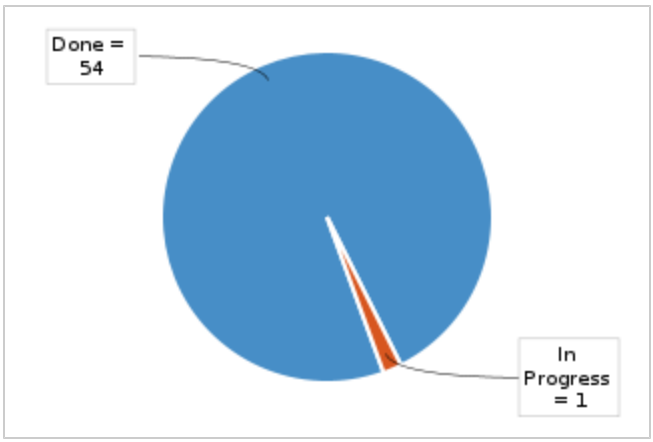
Sprint Retro Notes

Proof of Concept Retro - 2022-10-17

Date	Sep 30, 2022
Issues	55 issues
Status	GREEN

Report summary

Overall status for **55 issues**



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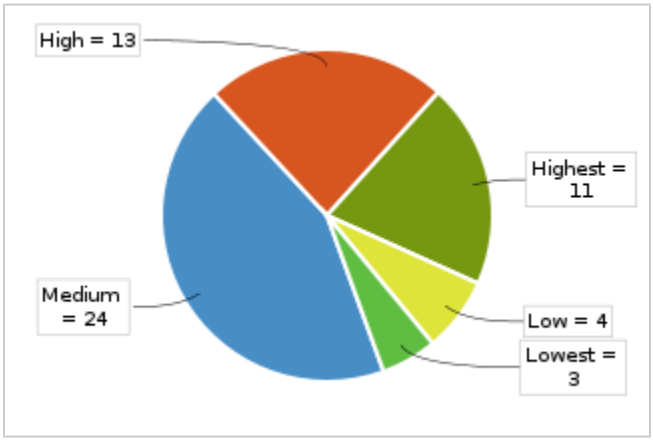

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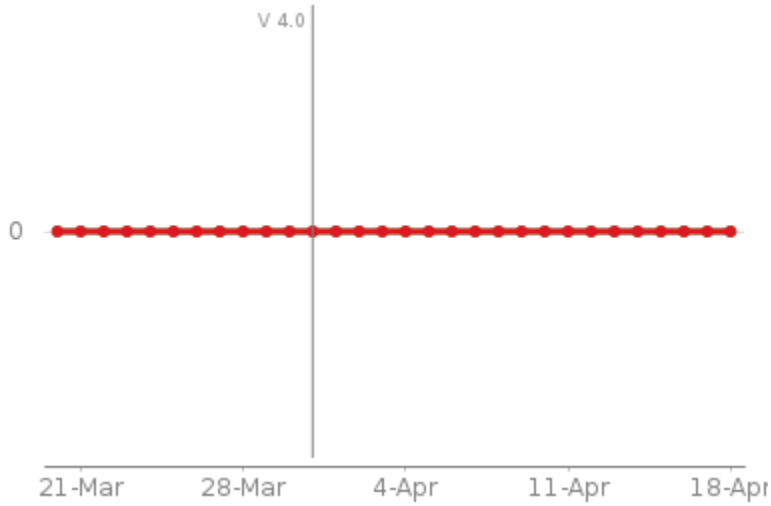

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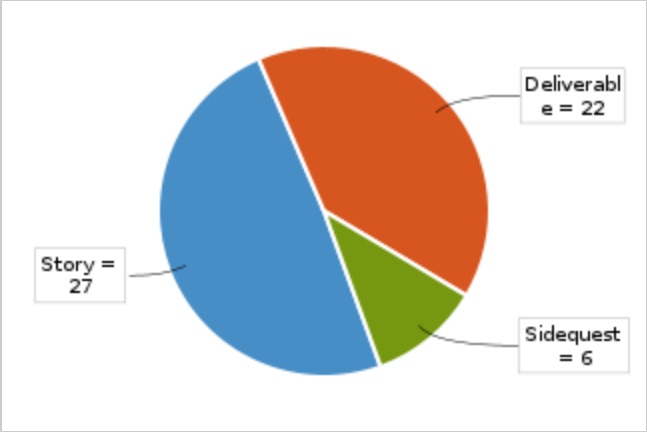
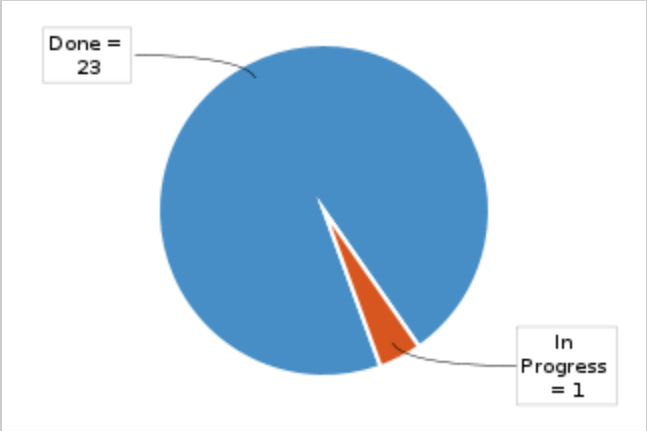


Proof of Concept Development Retro - 2022-10-21

Date	Sep 30, 2022
Issues	24 issues
Status	GREEN

Report summary

Overall status for **24 issues**



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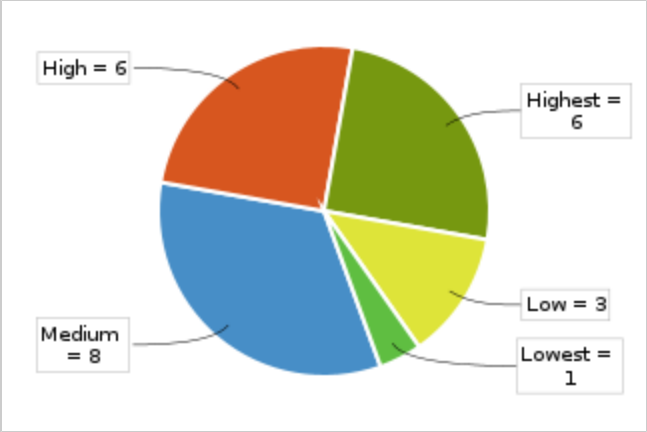
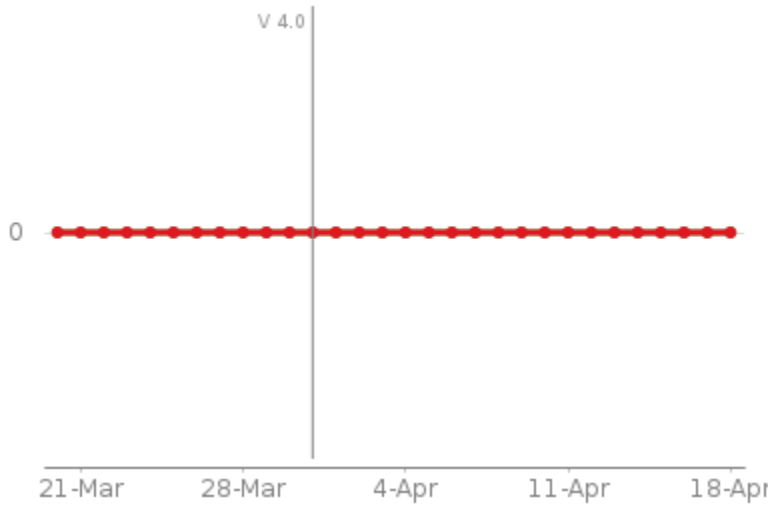


Created Vs Resolved



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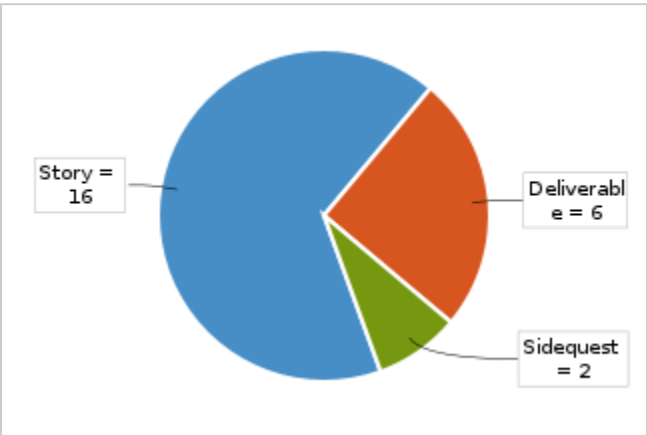


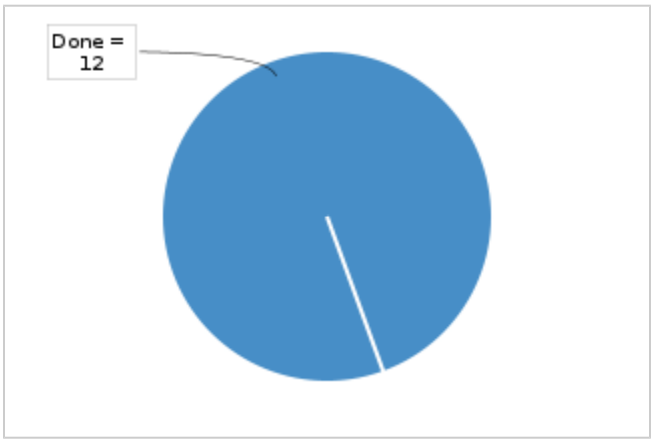
Project Plan Retro - 2022-11-14

Date	Sep 30, 2022
Issues	12 issues

Status	GREEN

Report summary

Overall status for 12 issues



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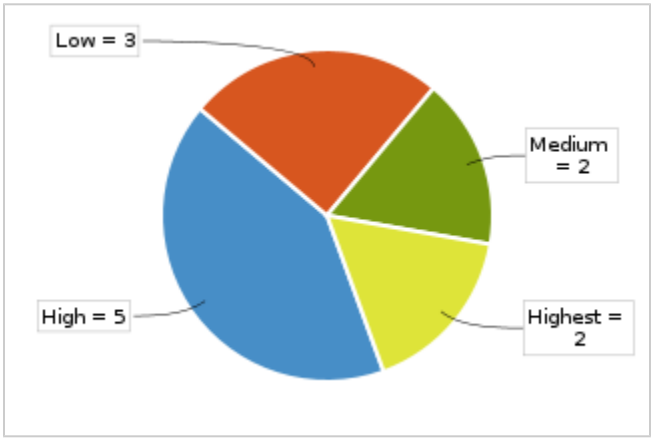

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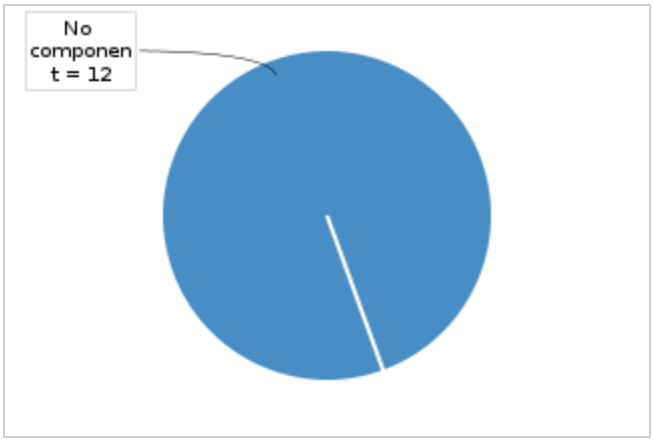

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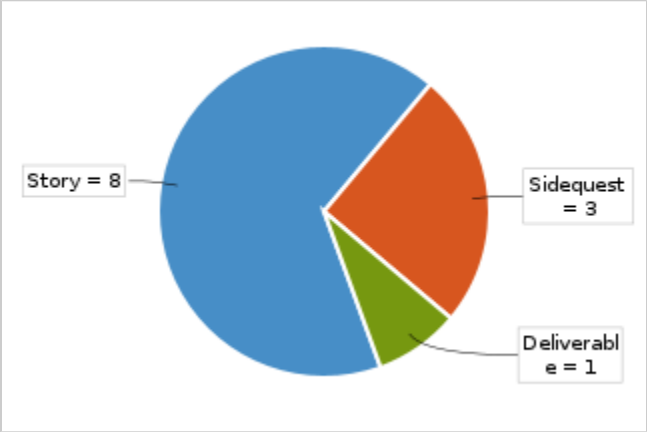
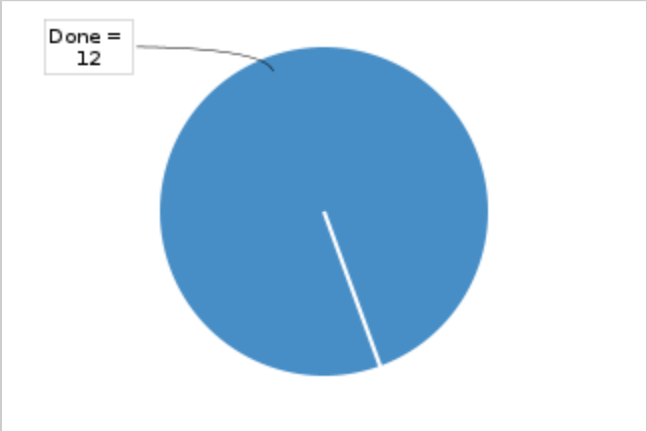


GDD Retro - 2022-11-28

Date	Sep 30, 2022
Issues	12 issues
Status	GREEN

Report summary

Overall status for **12 issues**



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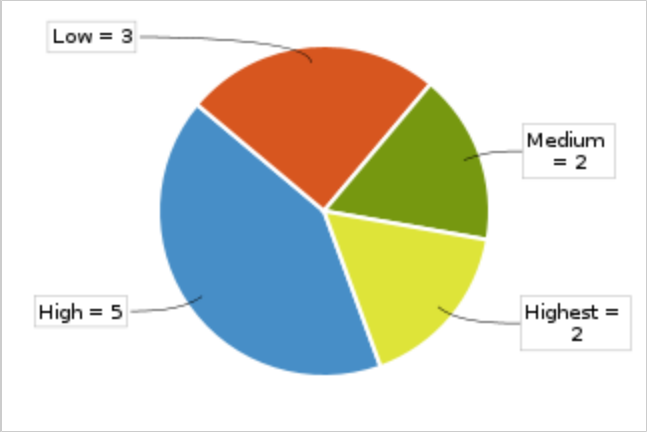

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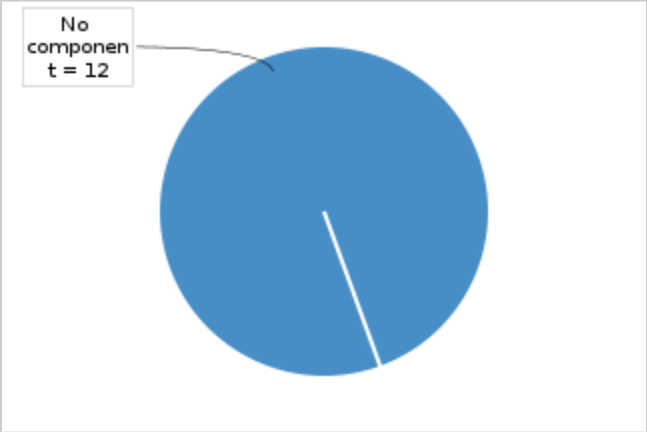

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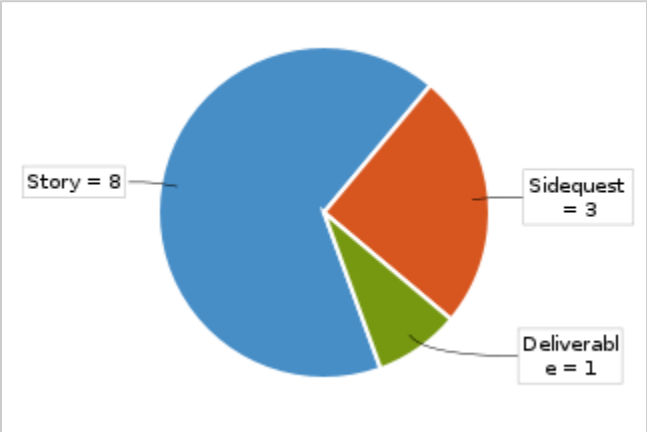
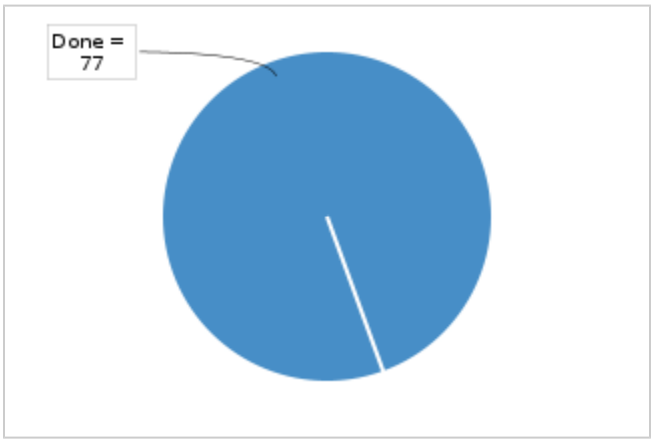


MVP Week 12 and 13 Retro - 2022-12-12

Date	Sep 30, 2022
Issues	77 issues
Status	GREEN

Report summary

Overall status for **77 issues**



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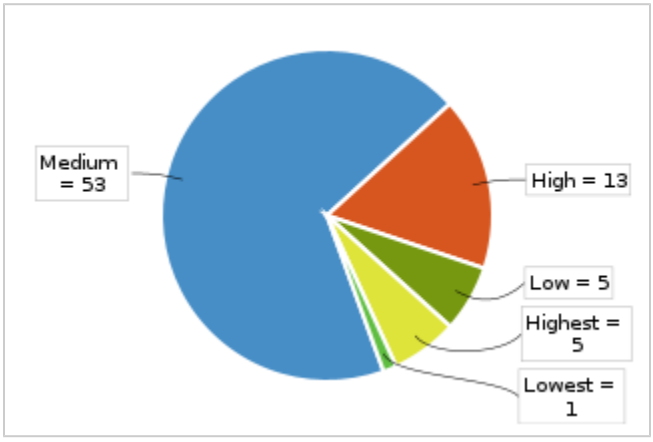

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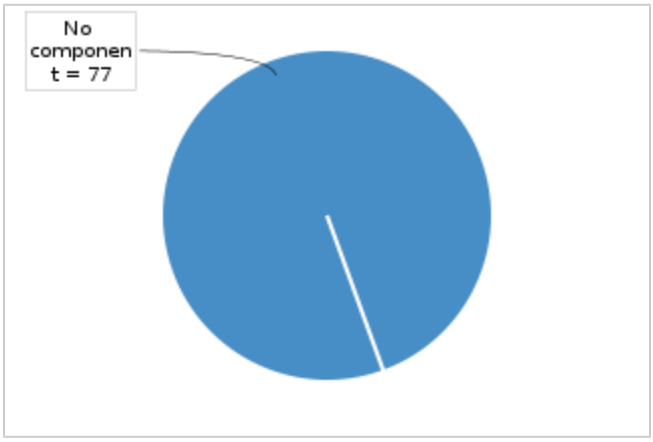

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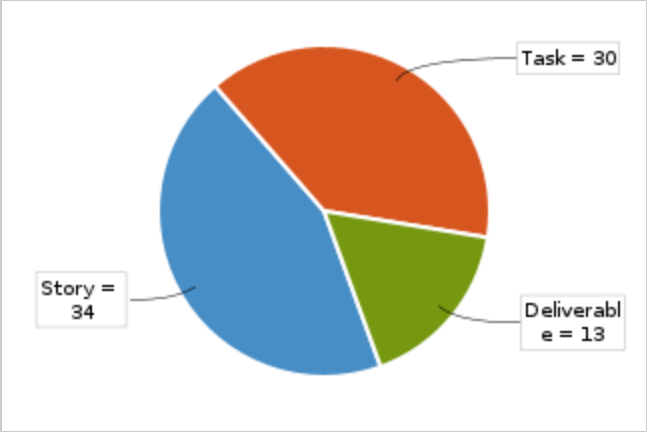
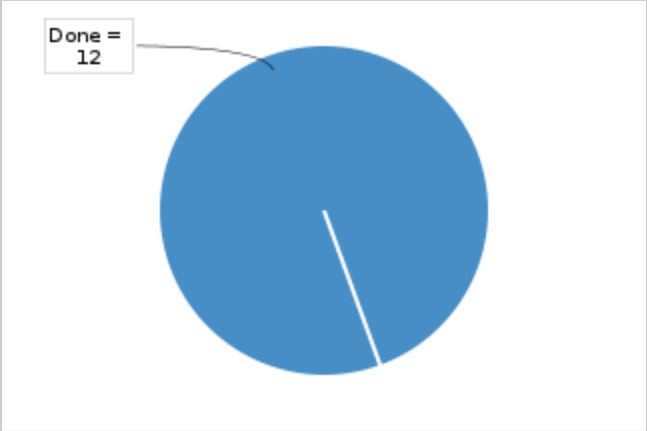


Semester 1 Final Sprint Retro - 2023-01-09

Date	Sep 30, 2022
Issues	12 issues
Status	GREEN

Report summary

Overall status for **12 issues**



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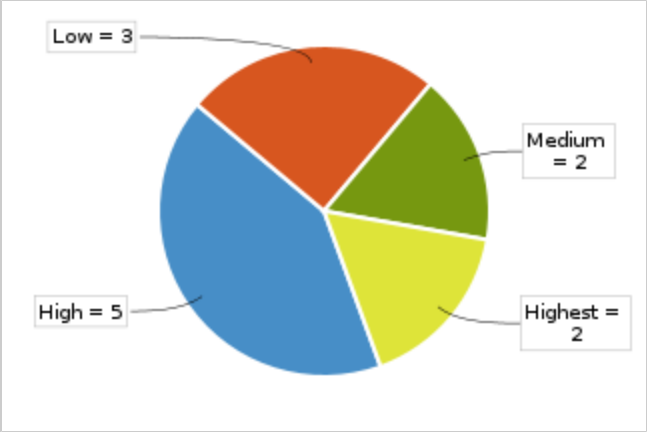
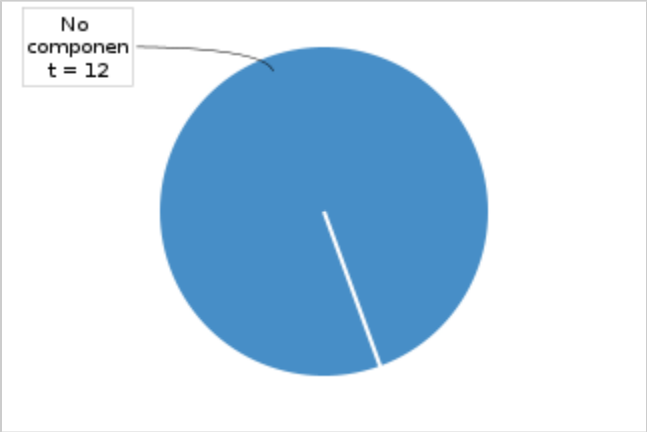
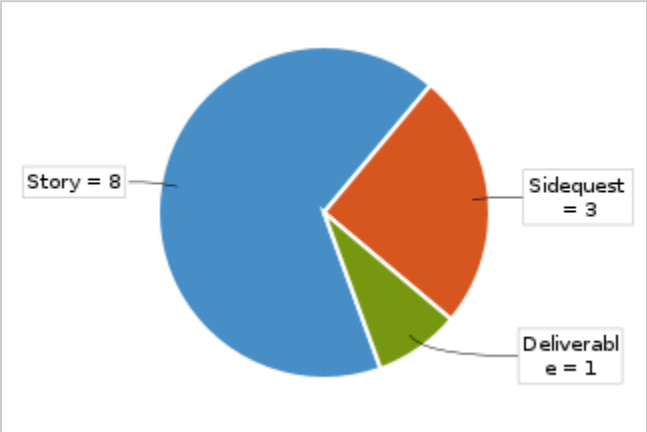


Component



Issue Type

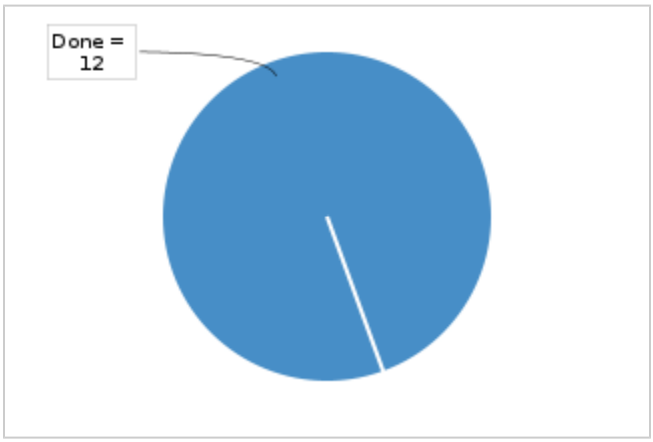


Week 01, 02 and 03 Retro - 2023-01-30

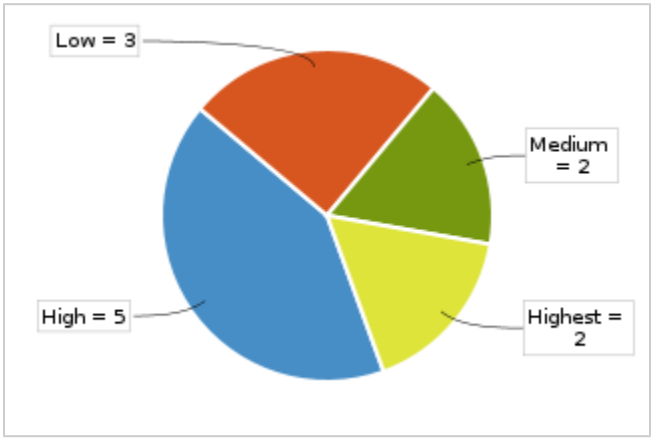
Date	Sep 30, 2022
Issues	12 issues
Status	GREEN

Report summary

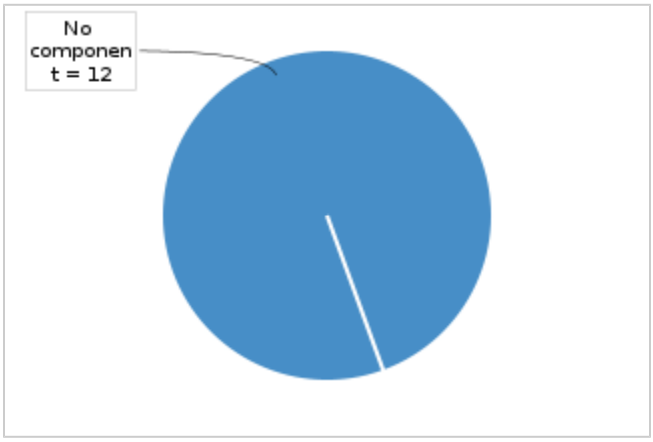
Overall status for **12 issues**



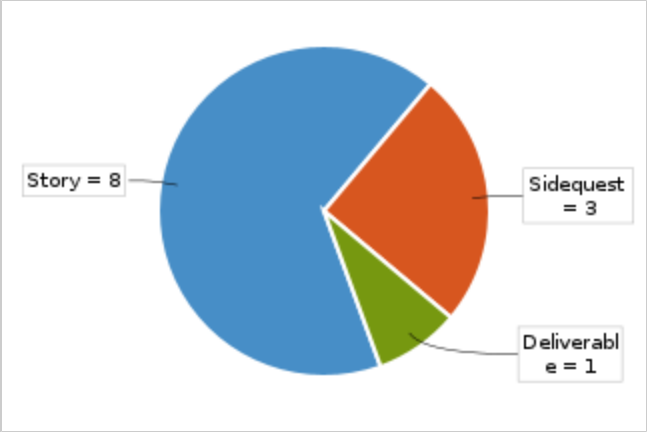
Priority



Component



Issue Type

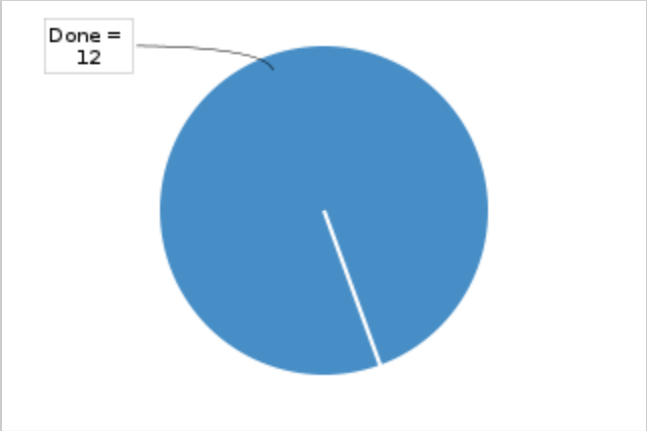


Week 04 and 05 Retro - 2023-02-13

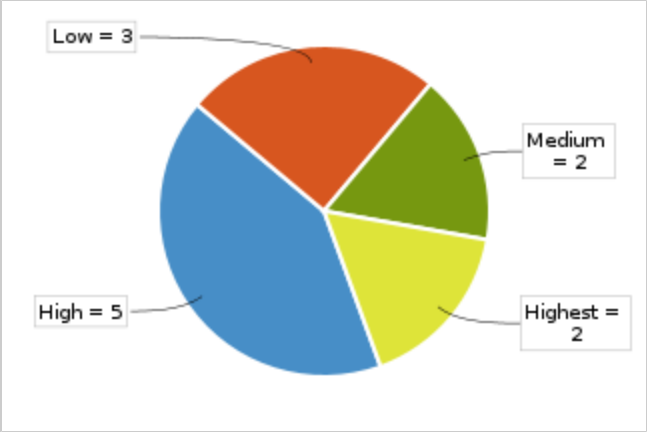
Date	Sep 30, 2022
Issues	12 issues
Status	GREEN

Report summary

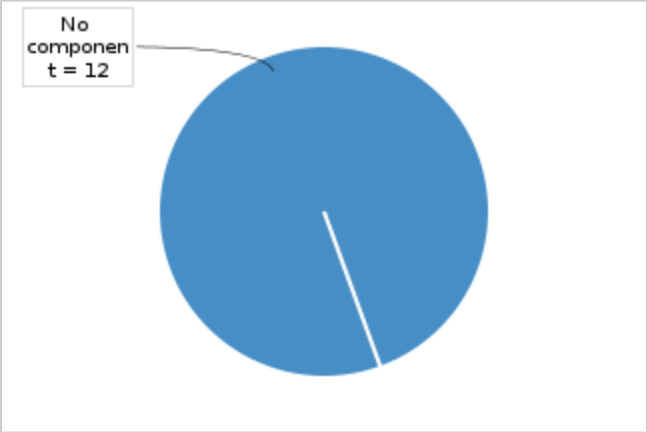
Overall status for **12 issues**



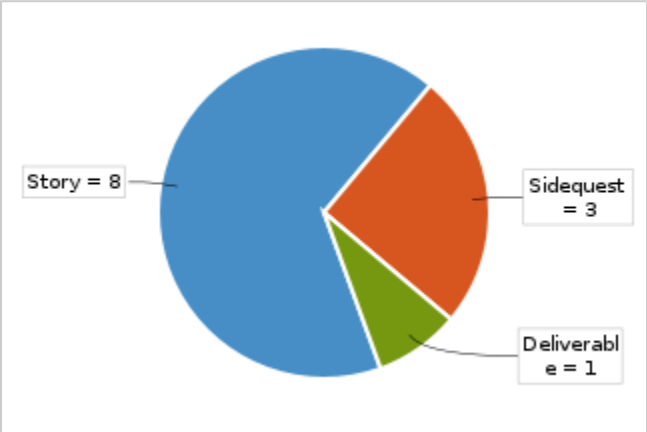
Priority



Component



Issue Type

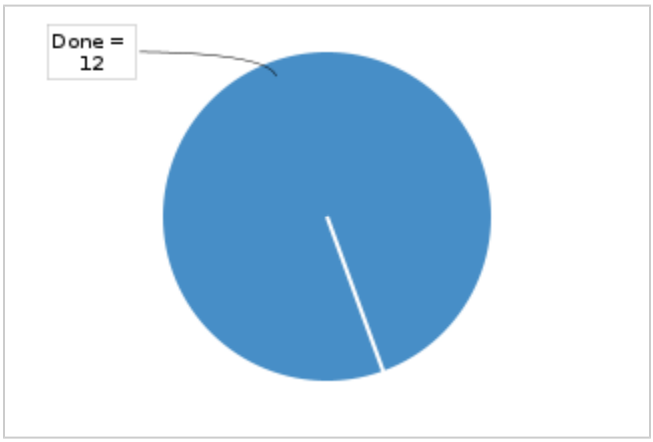


Week 06 and 07 Retro - 2023-03-10

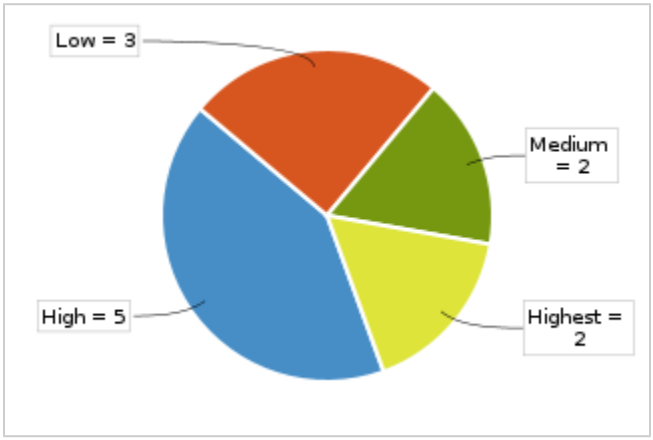
Date	Sep 30, 2022
Issues	12 issues
Status	GREEN

Report summary

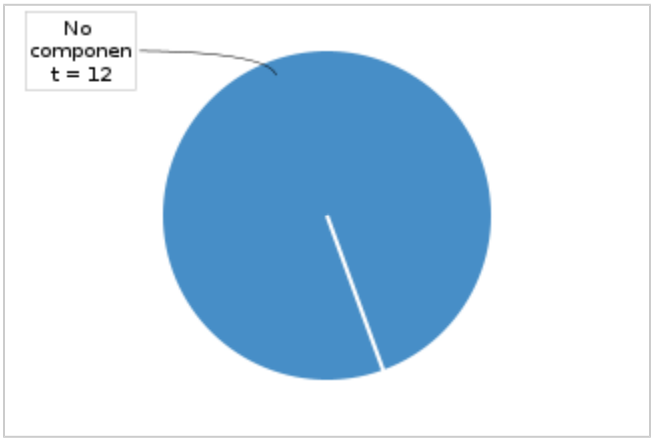
Overall status for **12 issues**



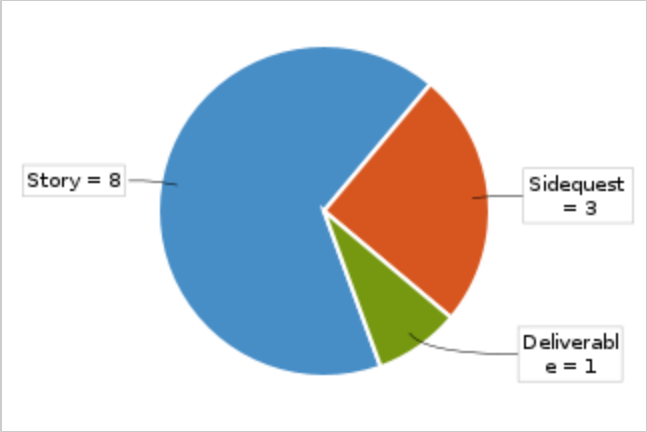
Priority



Component



Issue Type

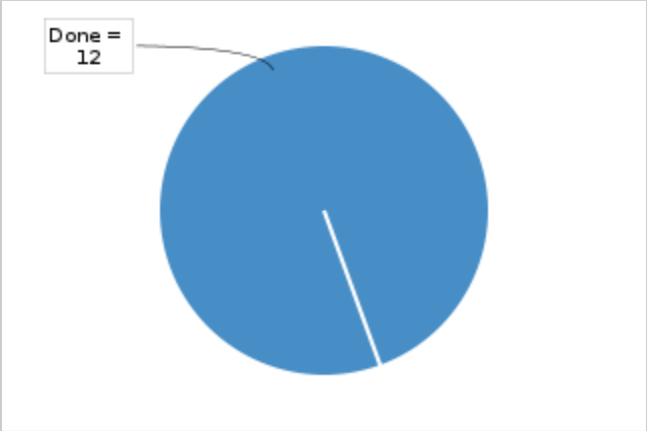


Week 08, 09, and 10 Retro - 2023-03-27

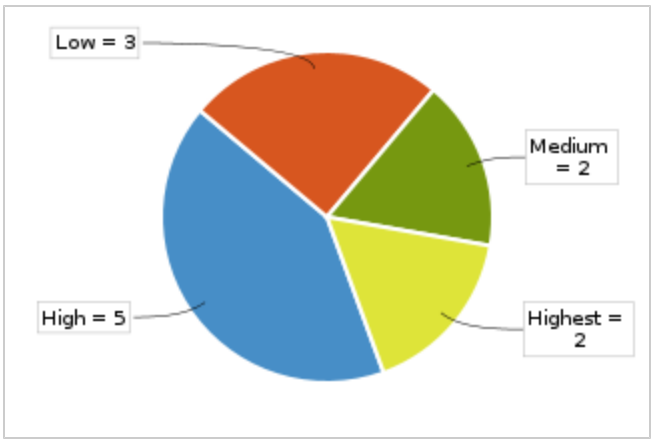
Date	Sep 30, 2022
Issues	12 issues
Status	GREEN

Report summary

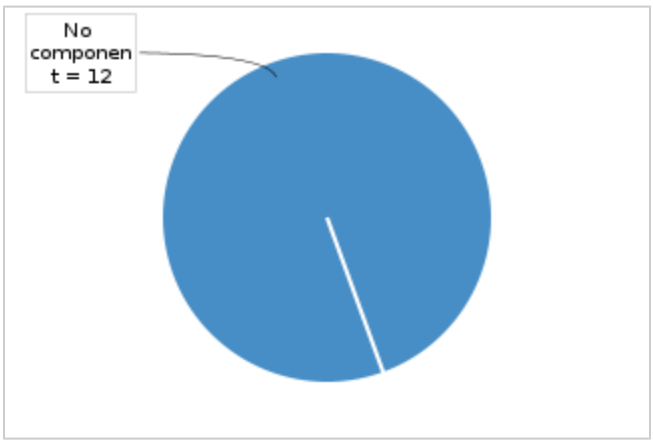
Overall status for **12 issues**



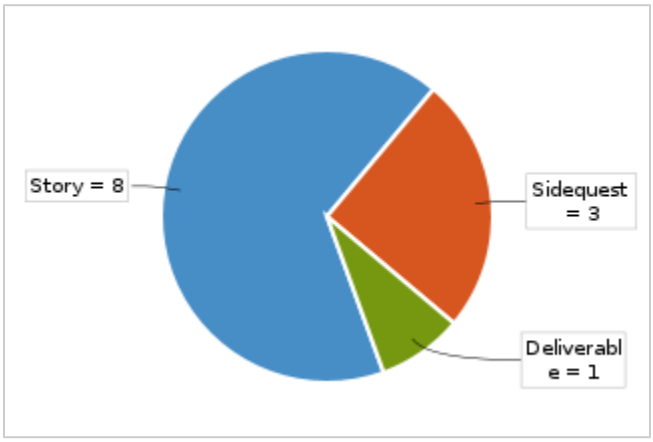
Priority



Component



Issue Type



4 Ls Retrospective's Record

Add New 4 Ls Retrospective

4 Ls Retrospective form template

Task report

Looking good, no incomplete tasks.

com.atlassian.confluence.plugins.confluence-business-blueprints.4-ls-retrospective-blueprint.first-column

No content found.

2022-11-03 4Ls Retrospective Play

📋 Overview

Reflect back on what you and your team learned and what motivates the group to succeed by following the instructions for the 4Ls Retrospective Play.

Team	Quiropraxis
Team members	Quiropraxis (@ Tiago Massochin @ Farryl Chang @ Hubery Chu @ Joshua Pritchett @ Kevin Jacob Stanly @ Wilson Chan)
Date	03 Nov 2022
Retrospective period	Q4

4Ls retrospective

Milestones	Loved	Longed for	Loathed	Learned
Team Charter	• The team has a good balance between strengths and was really easy to divide roles • How well we delegated our roles and responsibilities in detail • How well we put together the team with people able to do what they enjoy on the project	• That we started things in Confluence since Word had so much problems loading large files • It will be nice to have a larger team	• Online vs local word document file formatting differences requiring backtracking • To many roles for each person	• More about each member of the team and how we best interact • More about what everyone wants to get out of this project • About each member personality and the scope of the project
Research Report	• We had lots of good references and key insights that we learned which are being applied currently • It was fun to play some good games and learn with them	• That we started things in Confluence since Word had so much problems loading large files • More time to play some other games and make some extra notes	• The time it took to load the 100 page report • Could not open this huge document on webpage 🙂 and desktop word problems with team member • It will be nice to have more diagrams and specifications about the system of each game	• What we wanted for our game that makes it distinct from similar puzzle games • How to develop meaningful bonds between two characters • You can take elements for completely different games and dissecate them until they make sense together
Proof of Concept	• That we got so much progress done • That we now have a solid product to represent our game • We were able to communicate our game's narrative through just the greybox • That we gained insights and understood our future direction through playtesting • That the team put so much effort to accomplish the milestone in such a awesome way • We were very passionate while working and lead the team to so much progress during this week	• Reading the documentation beforehand xD • We had paper prototyped and tested before actually building our levels • A better development plan with more specifications about the process • Could have document the abilities for surge and data on how they are implemented	• Merge CONFLICTS!!!! • Must communicate more frequently about what tasks are being done and how they'll affect the Unity project • It was really rush and exhausting • Some design rules were written but never read or understood	• How to work within Unity's VFX graph and refine my technical skills to implement things • How to use our assets in the engine to create levels • The existence of current flaws in the mechanics and design that will be improved upon • Where we need to add more signifiers to communicate aspects of the level or mechanics • That if we want feedback on one aspect of the game, we need to remove distractions so people are focused on what we want. • No one likes/reads huge blocks of texts

⚡ Action plan

Action	Owner	Action Description
Remove something from your LOATHED list	@ Wilson Chan	I will let the team know what my tasks need to interact with to reduce conflicts from touching the same files.
Amplify something from your LOVED list.	@ Wilson Chan	Planning out the tasks we need and then giving appropriate estimates so we don't feel burnt out but still make reasonable progress.
Remove something from your LOATHED list	@ Farryl Chang	Switch our current Word documents like the LDD to be on Confluence to avoid the long loading time we had with the research report
Amplify something from your LOVED list.	@ Farryl Chang	Use what we've learned from our PoC and the feedback we received to determine what we need to focus on next and what we still need to build for our MVP
Remove something from your LOATHED list	@ Tiago Massochin	Develop design documents in a more visual and intuitive way, using the One Page GDD concept to make ideas more accessible and understandable.
Amplify something from your LOVED list.	@ Tiago Massochin	Continue to include the team in the fundamental decisions of the project so that everyone continues to feel that they are a part of it and continue to feel excited.
Remove something from your LOATHED list	@ Hubery Chu	Possibly assign less tasks to oneself than he thinks he is capable of? So that if there is extra time, the person can do some bonus tasks they originally wanted to finish, but if time ran short, he wouldn't feel stressed and in a rush to meet all the previously defined requirements.
Amplify something from your LOVED list.	@ Hubery Chu	More frequent playtesting for WIP stuff
Remove something from your LOATHED list	@ Kevin Jacob Stanly	I will document the abilities that I code in the future so other disciplines can understand how I've implemented them
Amplify something from your LOVED list.	@ Kevin Jacob Stanly	Going back to references from our research when we need to draw some possible applications to our game (our research should not be forgotten basically)
Remove something from your LOATHED list	@ Joshua Pritchett	To avoid slow load times on documents we should try to put more on confluence or put it into smaller documents.
Amplify something from your LOVED list.	@ Joshua Pritchett	I want to create a strong developing bond between our two player characters throughout the game that draw in our players. Create a diagram or narrative tree document to work with as I plan this developing narrative.

Milestone's Deliverables & Tasks List Folder

Milestone Task & Deliverable List - Team 10 - Quiropraxis.xlsx

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Milestone Deliverable List Record

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2022 - Q3 - Milestone Deliverable List

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2022-09-29 Milestone Deliverables List

SHERIDAN COLLEGE							
Honours Bachelor of Game Design							
GAME49333/40149 – Fall/Winter 2022-2023							
Milestone II – Research Report							
Due Date: 28 Sep 2022							
Team 10 – Quiropraxis – Deliverables List							
Description	Project Details					Deliverable Access URL	Notes/Test Instructions
	Resource Name	Priority	Data Started	Data Completed	Status		
Documentation Department							
Research Report	Wilson Chan	Medium	19/09/2022 00:00	28/09/2022 18:48	Done	https://sheridanc.sharepoint.com/:b:/s/GAME49333StudioPractice1-Team10/Ed5L7Vjjl1FHgMUUEQdQoVQBhoxhDdwPduylGIGWkqFtQQ?e=BtV0dG	The link includes both unformatted and formatted reports so you can have a before and after. Clicking on the link and being logged into a Sheridan account will take you to it.
Design Department							
Audio Department							
Art Department							
Art Bible	Wilson Chan	Medium	26/09/2022 00:00		To Do	https://sheridanc.sharepoint.com/:b:/s/GAME49333StudioPractice1-Team10/EZzAqb7gHVZJiDXC2iuKKHcBCsY7KKJUrU7kL885PeBVNQ?e=BNtho2	Please click the link to view the .PDF through sharepoint.
Concept Art: 1 page of environment with desired lighting based on moodboard	Wilson Chan	Medium	26/09/2022 00:00		To Do	https://sheridanc-my.sharepoint.com/:i:/g/personal/chanwils_shernet_sheridancollege_ca/EdPIlgrIjsNKknFsxuD58nUBDkZfl1CxHX7hyV37RIvBpA?e=O8ADQt	Please be signed into a Sheridan email address and click the link to view.
Concept Art: 6 explorations of	Wilson Chan	Medium	26/09/2022 00:00		To Do	https://sheridanc-my.sharepoint.com/:i:/g/personal/chanwils_shernet_s	Please be signed into a Sheridan email address and click the link to view.

puzzle and camera presentation after researching INSIDE						heridancollege_ca/EbudsNx4yWFMlsYMZPzOyuMBV5QpnQ_yHc2i7DLPVqbE5A?e=ELBKoZ	
Concept Art: 6 Shader explorations on circuitry and electricity SURGING into technology when activated	Wilson Chan	Highest	10/10/2022 00:00		To Do	Insert link here	
Art Moodboard focusing on Abandoned, Electric and Sci-Fi media.	Wilson Chan	Medium	26/09/2022 00:00		To Do	https://sheridanc-my.sharepoint.com/:i:/g/personal/chanwils_shernet_sheridancollege_ca/EbWUShT9RllErhunuD-Nc1UBBLz1HzVHMA_75QjDANEmLQ?e=8wToJ5	*Must be signed into a Sheridan college email.* Open link to view a . JPG of the moodboard. A higher quality version is available by clicking on â €œView Original.â€ • File is 30 MB so may take some time to load.
Concept Art: 4 image explorations for game theme e.g. sci-fi, fantasy, etc.	Wilson Chan	Medium	12/09/2022 00:00		To Do	https://sheridanc-my.sharepoint.com/:i:/g/personal/chanwils_shernet_sheridancollege_ca/EQY94MSSiLVJiPYdl1BksDUB8SDAw5zTudfueZe7VwDjJg?e=bgBjqP	Open link to image
Concept Art: 6 compositions for main game environment	Wilson Chan	Medium	19/09/2022 00:00		To Do	https://sheridanc-my.sharepoint.com/:i:/g/personal/chanwils_shernet_sheridancollege_ca/EVGI6yNoYwNCmbKaRuMWm8ABzO5xt67f_hcV_T1gKRN4Sw?e=6Zcs72	Open link to image.
	Wilson Chan	Highest	29/09/2022 00:00	26/09/2022 14:59	Done	https://sheridanc-my.sharepoint.com/:b:/g/personal/chanwils_shernet_sheridancollege_ca/Eb53w-LVSmRBgqaRDRi4_V0BH_Y0uIgWZzUz-m6MCiKWTg?e=bQWdE2	Shared on Sheridanâ€™s Sharepoint. # Click on Deliverable link # *Must be logged into a Sheridan email address to view* ## Otherwise the link expires in a few weeks
Narrative Department							

2022 - Q4 - Milestone Deliverable List

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2022-10-12 Milestone Deliverables List

SHERIDAN COLLEGE
Honours Bachelor of Game Design
GAME49333/40149 – Fall/Winter 2022-2023

Milestone II – Research Report								
Due Date: 2022/09/29								
Team 10 – Quiropraxis – Deliverables List								
	Project Details							
	Human Character Idle Animation In Build			07/10/2022 00:00	07/10/2022 09:33	Done	https://drive.google.com/file/d/1347Kva_GrWUU6IyohtUvXvEcVD6S7jxA/view?usp=sharing	Open link; download zipped folder; unzip folder; launch Capstone_Quiropraxis.exe and idle animation will play when there is no keyboard input (animation is subtle so you may need to look closely)
	Human Character Walking Animation In Build			07/10/2022 00:00	07/10/2022 09:34	Done	https://drive.google.com/file/d/1347Kva_GrWUU6IyohtUvXvEcVD6S7jxA/view?usp=sharing	Open link; download zipped folder; unzip folder; launch Capstone_Quiropraxis.exe; press and hold any of the WASD keys to see walking animation
	Concept Art: Design VFX of objects affected by Electricity			10/10/2022 00:00	11/10/2022 20:17	Done	https://sheridanc.sharepoint.com/:i:/s/GAME49333StudioPractice1-Team10/EaJegO77fYZMod99My_jbxkBfcEft96_Cy4AoC-MAlWLAQ?e=wo0Ni3	Log into a Sheridan account and open link which will lead you to a GIF animation of how capacitors are affected by Surge's Electric Arc which can be translated to how other objects demonstrate being under Surge's influence.
	Concept Art: Design Surge (Electrical character)			03/10/2022 00:00	11/10/2022 20:16	Done	https://sheridanc.sharepoint.com/:i:/s/GAME49333StudioPractice1-Team10/EahOBC-PCYZIhWGD0D8MovgBDk7SW1cry3M-xVMOet_ZEg?e=a3spvO	Log into a Sheridan account and open link which will lead you to a .JPG of Surge's character design with call outs to parts of his character.
	Concept Art: Designs for Data (Cyborg character)			03/10/2022 00:00	11/10/2022 20:16	Done	https://sheridanc.sharepoint.com/:i:/s/GAME49333StudioPractice1-Team10/EdhSHJjBF1lOvCeui3bzhlgBR2gpvK1QPzQ4P55XpY4Rrg?e=BJIt8t	Log into a Sheridan account and open link which will lead you to a .JPG of Data's character design sheet for 3D modeling.
	Marketing Illustration: Showcasing Data & Surge together			07/10/2022 00:00	11/10/2022 20:17	Done	https://sheridanc.sharepoint.com/:i:/s/GAME49333StudioPractice1-Team10/EY5GcX93cFJFnEPST7CHTlwBXcnDmtOZRFrwdGMc3tN0IA?e=7ZU61W	Log into a Sheridan account and open link which will lead you to a .jpg of Circuit Breaker's main characters Data and Surge.
	Concept Art: Gif of how Surge moves			10/10/2022 00:00	11/10/2022 20:17	Done	https://sheridanc.sharepoint.com/:i:/s/GAME49333Stud	Log into a Sheridan account and open link which will lead

							ioPractice1-Team10/Efx7uE5ASwFEjvPbg4uTXdUBV4AdE-np_0uEjOJ-WYS7eg?e=bQlBK4	you to a GIF animation showcasing how Surge moves and the delay and anticipation required to instill the sense of speed and charging up.
	Asset: Create a modular shader in Unity for the elecricity VFX that should appear on objects that are electrified			13/10/2022 00:00		To Do	Insert link here	So far, we have a GIF of the first pass on the electricity VFX but it hasn't been implemented yet. [VFX_electricity_pass_01.gif|https://sheridanc.sharepoint.com/:i:/s/GAME49333StudioPractice1-Team10/EaNrPSRisVBCqEXEuoq258QBGdG4_IAaSMgI8qnl7zbBZg?e=pnPySc]
	ADD V-1.0			04/10/2022 00:00	13/10/2022 01:05	Done	https://1drv.ms/b/s!ApN0xgzAJPjL7pw6RJYD3YvwZAxfQA?e=zoXRot	PDF exported from our Confluence with the changes made on the pages referring to our ADD V1.0 As Confluence's export to PDF function works very "rustic", some formatting may have been lost and some HTML functions may be broken.
	Level Design Document (First Pass)			29/09/2022 00:00	12/10/2022 18:26	Done	https://drive.google.com/file/d/1qEjCpFvuwbZ5pbNZ8rLKTnC7RAuwI6if/view?usp=sharing	Open link; download and open PDF; scroll and see pages 4-17 for content
	GDD V-1.0			03/10/2022 00:00	12/10/2022 22:35	Done	https://1drv.ms/b/s!ApN0xgzAJPjL7pw5MW3pU2-TKbycCw?e=gkreS8	PDF exported from our Confluence with the changes made on the pages referring to our GDD V1.0 As Confluence's export to PDF function works very "rustic" some formatting may have been lost.
	Game Logo V-1.0			05/10/2022 00:00		To Do	Insert link here	
	Technical Design Document (First Pass)			11/10/2022 00:00	13/10/2022 00:19	Done	Technical Design Document	Partial technical document providing guidelines for naming, repository usage, etc.
	NDD V-1.0			04/10/2022 00:00	11/10/2022 17:08	Done	https://drive.google.com/file/d/1mrwH8hxyhk7T_UcfsrgaXcB1rWqK79dK/view?usp=sharing	Open the link to view the first pass of the NDD.
	Prototype Build - Character Control, Camera			05/10/2022 00:00	12/10/2022 20:42	Done	https://drive.google.com/file/d/1347Kva_GrWUU6IyohtUvXvEcV	Strongly recommended to watch the video clips instead -

							D6S7jxA/view?usp=sharing	Gizmos are not shown in build, and there is not yet wire rendering to show travel paths; WASD to move around; Space to toggle character
	Character Movement & Camera Video Showcase			05/10/2022 00:00	12/10/2022 20:44	Done	https://youtu.be/yC2dPWv4NAc	Surge (electric character)'s movement between wires & electric plates, as well the character switch Cameras would zoom in to avoid clipping into walls; Surge can look in any angle, and his particle effect would not obstruct the view when he looks around; Surge can exit out of wires into "boy form", then stick to any electric plate surface (with shifted gravity
	Mechanical Door & Item Pickup Video Showcase			05/10/2022 00:00	11/10/2022 12:43	Done	https://youtu.be/eSVAk0Uh-U0	Click link and check the timestamps below for the showcase of each functionality: Mechanical Door: 0:00s - 0:13s Pick and Drop System: 0:14s - 0:43s

Milestone Task List Record

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2022 - Q3 - Milestone Task List

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2022-09-21 Milestone Task List

GAME49333/40149 – Fall/Winter 2022-2023 – Team 10 Quiropraxis – Milestone Task List		
Milestone II - Research Report	**Team 10 - Quiropraxis**	**Due Date: 2022/09/29**

Joshua Pritchett		Template an NDD and begin filling out sections with drafts
Joshua Pritchett		Draft Game Narrative (Where, What, Why)
Joshua Pritchett		Draft Character Backstories
Wilson Chan		Report conclusion section: Describe any trends to success vs. failures of games and design decisions/history related to the game. Ensure this task gets done
Kevin Jacob Stanly		Describe what information is relevant and the reasons behind them
Kevin Jacob Stanly		Discuss how each research is relevant in our design
Tiago Massochin		Research Trine 4 Gameplay Design (System, Rules, Mechanics)
Farryl Chang		Provide recommendations on what should be changed about our game idea based on the team's research results
Farryl Chang		The Lost Vikings Research - Research game puzzles
Farryl Chang		The Lost Vikings Research - Research gameplay mechanics
Farryl Chang		The Lost Vikings Research - Research sales statistics
Tiago Massochin		Research Watch Dogs Legion Gameplay Design (System, Rules, Mechanics)
Tiago Massochin		Research The Talos Principle Gameplay Design (System, Rules, Mechanics)
Tiago Massochin		Research Lost Vikings Gameplay Design (System, Rules, Mechanics)
Tiago Massochin		Research Static Cling Gameplay Design (System, Rules, Mechanics)
Tiago Massochin		Research Prey Gameplay Design (System, Rules, Mechanics)
Tiago Massochin		Research Papo & Yo Gameplay Design (System, Rules, Mechanics)
Tiago Massochin		Research It Takes Two Gameplay Design (System, Rules, Mechanics)
Wilson Chan		Iterate on Concept Art - 06 QUIR-38 by doing 6 more colored sketches
Tiago Massochin		Explain where and how we conducted the research
Wilson Chan		Concept Art: 4 image explorations for game theme e.g. sci-fi, fantasy, etc.
Tiago Massochin		Describe the game idea (genre, aesthetic, platform, core mechanic, etc.)
Wilson Chan		Concept Art: 6 compositions for main game environment
Tiago Massochin		Research a target audience
Wilson Chan		

		Document layout - Formatting the research report once done to be visually cohesive and displays as intended.
Tiago Massochin		Research Inside Gameplay Design (System, Rules, Mechanics)
Wilson Chan		INSIDE Research on Art Direction
Kevin Jacob Stanly		Watch Dog's Legion Research - Toggling Characters, 3D Camera, Player Experience and Non-Linear Puzzle
Hubery Chu		Gunpoint & Static Cling gameplay & features research
Farryl Chang		The Lost Vikings Research - Research game demographics
Joshua Pritchett		It Takes Two Narrative Research (How the narrative mixes with mechanics and gameplay)
Tiago Massochin		Research the Gamepoint Gamplay Design (System, Rules, Mechanics)

2022 - Q4 - Milestone Task List

Search

Expand all Collapse all

2022-10-05 Milestone Task List

GAME49333/40149 – Fall/Winter 2022-2023 – Team 10 Quiropraxis – Milestone Task List		
Milestone III - Proof of Concept	Team 10 - Quiropraxis	Due Date: 2022/10/12
		Import human idle animation from Mixamo
		Import female model from Mixamo
		Import human walking animation from Mixamo
		Import human interaction animation from Mixamo
		LDD - Fill Out Layout/Maps Section (First Draft Sketches)
		TDD - Fill Out Branching Policy (Include Rules and Conventions When Making a Commit)
		LDD - Fill Out Assets Section (First Draft List)
		LDD - Fill Out Program/Gameplay Features Section (First Draft List)
		TDD - Fill Out Code Style Guidelines (Naming Conventions, Variable Management, Class Hierarchy)
		TDD - Fill Out Technical Risks
		TDD - Fill Out Technical Goals
		LDD - Add Wilson's Mood Board to Reference Section

		LDD - Fill Out Reference Section (Environment, Setting, Characters, Features, Objects, Theme)
		LDD - Diagrams Section (Add Wilson's Concept Sketches)
		LDD - Create Table of Contents
		LDD - Fill Out Metrics Section (Consult Hubery and Kevin, May Leave Blank Depending On Character Controller Progress))
		Modular Level Asset Instructions
		Move Electric Character into & power up a device
		Electric Character Movement inside Power Grid
		Orbiting Camera
		Human Character 3D Controls
		Surge Movement in Electrical Plates (Stick to any surface)
		Surge Camera Switch
		Surge Forms Technical Info
		Update the Team Chart page
		LDD - Fill Out Story Section
		Narrative beat map explaining when the story rises and falls
		Timeline of all important scenes and story moments
		Main character appearance, motivations and personality sections fully written
		Mechanical Door that opens when powered
		Humanoid Character able to drop items on the world
		Humanoid Character able to pick up items
		Audio Pillars
		Audio Aesthetic
		Vision
		Music
		Technology
		Asset List
		Sound-Design
		Voice-Over
		Set game mechanics
		Specify when new elements or mechanics are introduced into the game
		Set game system
		Puzzle Flow Draft
		Set each task needed to develop each feature by department
		Make a logo for the game
		Set game core loop
		Set game elements

		Set game rules
		Set features using player methodology
		Transfer Roadmap from Miro to Confluence
		Create a guide for the team on how to use JIRA to export the milestone deliverable lists
		Data: Do iterations on her face and battery pack
		Surge: Showcase how Surge should feel like he's charging up before unleashing his energy to begin moving
		Asset: A modular asset that can be easily applied to objects with an event trigger in code
		Data & Surge: Do an illustrated version for marketing
		Data: Do a turnaround with callout sheet
		Surge: Do iterations of main shape and animated form
		Design: Shader for modular interactions
		Surge: Design VFX for Electric Arc and Electric Attraction in action

2022-11-02 Milestone Task List

GAME49333/40149 – Fall/Winter 2022-2023 – Team 10 Quiropraxis – Milestone Task List		
Milestone IV - PoC Development & Project Plan	Team 10 - Quiropraxis	Due Date: 2022/11/10
		Model wire exit node (the one that Surge uses to enter/exit power grids)
		Model outlet electric pole (Surge uses to plug from/into Battery)
		Model wire branching node
		Create animation of the switch being turned off
		Create animation of the switch being turned on
		Animation: Rig switch 3D asset and keyframe it being used /Use color materials
		Model the switch that Data can interact with
		Animation of Data using the Switch
		3D: Primitive for Switch
		Model Blocking Field
		3D: Primitive distinguishing Electric Path connection points /nodes
		Draft Second Puzzle
		Test level tool MAST
		Test level tool YuME
		Merge first and second puzzles together in one scene
		Create greybox for the second puzzle
		Populate the second puzzle with the necessary game objects

		Project Plan - 2.1 Internal Structure
		Project Plan - 1.5 References
		Project Plan - 3.1 Start-up Plan
		Project Plan - 2.2 Roles and Responsibilities
		Project Plan - 1.2 Project Goals
		Project Plan - 1.1 Purpose, Scope, and Objectives
		Project Plan - 1.4 Evolution of the Plan
		Project Plan - 1.3 Marketing Analysis
		Project Plan - 3.1.1 Project Staff Training
		Project Plan - 3.3.2 Schedule Control
		Project Plan - 3.3.3 Quality Control
		Project Plan - 3.3 Project Tracking Plan
		Project Plan - 3.3.1 Requirements Management
		Project Plan - 3.3.4 Reporting
		Project Plan - 4.2 Quality Assurance
		Project Plan - 4.4 Process Improvement
		Project Plan - 3.4 Risk Management Plan
		Project Plan - 4.1 Documentation
		Project Plan - 3.2 Work Plan
		Project Plan - 3.2.1 Product Breakdown Structure
		Project Plan - 3.2.4 Resource Allocation
		Project Plan - 3.2.3 Schedule Allocation
		Project Plan - 3.2.2 Work Breakdown Structure
		Camera offset and orientation when Surge's gravity is shifted
		Shaky Camera Collision Fix
		Camera Orientation Auto Adjustment while moving on rails
		Surge forward movement input not registering when inside test level wires
		Powered Generator powering appliance
		Basic Wire & Node Rendering In Scene
		Power Outlet Nodes
		Camera initial facing direction upon character toggle based on nearest wall
		Data plug in & recall Surge when next to Power Outlet
		Draft and Greybox a VERY simple version of the central column room
		Playtesting by Thursday
		Create greybox for introductory puzzle

		Populate intro level with game mechanic objects
		Draft paper storyboard for freeing Surge
		Draft paper storyboard for entering the main room
		Digital storyboard for finding Surge
		Digital storyboard for freeing Surge
		Digital storyboard for entering the main room
		Draft paper storyboard for finding Surge
		Define Data's interactions with the Switch when it is in range
		Data Connecting wire by pulling a Switch Stick
		Surge Powering Generator
		Surge Connecting power wires by moving conductor
		Add an outline to Metallic Objects when Surge is targeting them and they are in Electric Arc's range
		Adding a centre crosshair
		Set the Electric Path energy variation according to the connected Switch state
		Add an outline to Switches when Data is targeting them, and they are in her interaction range
		Electric Arc visual feedback for reach distance
		Basic SFX for when a Switch turned off
		Basic SFX for when Data can't use Switch
		Basic SFX for when a Switch turned on
		Basic SFX for when Surge is idle on the Metallic Rail
		Basic SFX for when Surge is moving on the Metallic Rail
		Basic SFX for when a Mini Generators are turned on
		Basic SFX for when a Mini Generators are turned off
		Basic SFX for when a character collides against a Blocking Field
		Basic SFX for when a Blocking Field turned on
		Basic SFX for when a Blocking Field turned off
		Basic SFX for when a Metallic Object disconnect two Electric Paths
		Basic SFX for when Surge is on Electric Pole
		Basic SFX for when players switch from Surge to Data
		Basic SFX of Surge moving from the Electric Pole to Data’ s Battery
		Set Surge’s Character Movement SFX in Unity
		Basic SFX of Surge moving from Data’s Battery to Electric Pole
		Basic SFX for when a Metallic Object connects two Electric Paths

		Set Data’s Character Movement SFX in Unity
		Basic SFX for when Surge is using the Electric Arc
		Basic SFX for when players switch from Data to Surge
		Basic SFX for when Surge starts to use the Electric Arc
		MX Asset list
		Basic SFX for when Surge stops to use the Electric Arc
		SFX asset list
		Basic SFX for when a Mini Generators has power
		Set Fmod in Unity Project
		Define the movement mechanics
		Add Characters Signifiers
		PowerPoint template
		Add Elements Verbs
		Add Characters Verbs
		Add Abilities Verbs
		Set abilities metrics
		Add Abilities Signifiers
		Set characters metrics
		Add Elements Signifiers
		Set elements metrics
		Set environment metrics
		3D tileset to establish the base of the modular elements that will be produced until the MVP
		Animations demonstrating the functionality of each Element that will be implemented until the MVP
		Concept Art:Design Human state for Surge
		3D: Primitive Mini-Generator
		Create Electric Arc that can be applied from Battery to entry and exit points
		Ensure the Arc works with timing of entering and exiting as they have separate timings
		Concept Art: Design affordance and signifiers per noun for existing mechanics in the build
		Concept Art: Create a paintover of the cylindrical room that captures the final look.
		Concept Art: Create a paintover of the main puzzle room that aims for the final look.
		VFX: Mini Generator: sparks when it is on and none when off.
		Metallic Object/Pickupable object - Turn on VFX when Generator has power flowing into it and turn it off when its moved off
		VFX: Electric Arc Ability (Make it non-linear)

		VFX: Add VFX to electric Arc
		Add target polycounts for 3D assets (hero, Charcaters, props, envs)
		3D: Primitive for Electric Paths to distinguish from other things- Wait on Hubery
		VFX: Fix electric VFX not tracking on Pickupable object in case Hubery's edits to Electric Arc.cs affected this.
		VFX: Apply general electricity VFX to metallic rail
		VFX: Surge sitting on an electric Pole - Can be the general vfx
		VFX for Data's Pigtails (child to an empty on main model)
		Make build! Test it too!
		Submit Presentation
		Light puzzle level! Red, dark and moody.
		VFX: Surge moving from Electric Pole/Circuit entry point to Data's Battery
		VFX: Surge movng from Data's battery to Electric Pole - Blocked by Hubery - Electric Pole enter and exit circuit points
		Concept Art: Do a quick first pass on Surge's humanoid form
		3D - Create humanoid version of Surge - Make General VFX work without need of Electric Arc (see checklist)
		Reference rubric and test notes
		Update Art Bible with Environment art guidelines for 3D modeling
		Compile all our information
		Practice Presentation with team

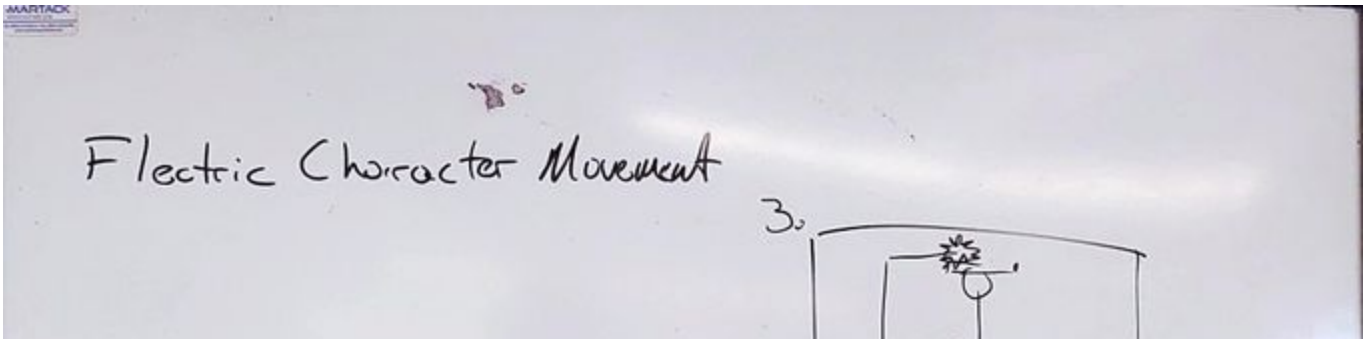
Capstone Workshops

Week 01:https://miro.com/welcomeonboard/QWVDUkxBRzFlZDNkWHJ6RDFObUZJd0ZiN0dsV3RDNndicGQycXhxMHd2R2ZPUk9veENUTlRaeDBtN1R2SXlrZXwzMDc0NDU3MzUwMjEwNTEzNzUx?share_link_id=624639983609

Week 02: https://miro.com/welcomeonboard/ZkRwVDVJd3N0aWJKeUdMYXd5RThCakgxaU5rZ0Z0U1JvZExNOXR0elIzeFFlRjBJaDVQWkFSUUl1M3VTN3FqUnwzMDc0NDU3MzUwMjEwNTEzNjkz?share_link_id=610553393969

Week 05:

Game Hook Presentation



1-2-3-5-8-13

1. Electric Arc
2. Laser Beam
3. Electric Attraction
4. Grapping Hook
5. Light Hole
6. Electric Boots

1. Circuit Breakers
2. Move things freely
3. Move things to pre-set positions
4. Inverse polarity

1º 3º 2º 5º 4º 6º

13/28 18/26 14/39 24/39 21/29 36/24

2º 4º 3º

32/21 11/50 19/20 18/59

1	2	3	4	5	6	1	2	3	4
1 SP: 2 JP	3 SP: 5 JP	2 SP: 8 JP	5 SP: 2 JP	4 SP: 5 JP	6 SP: 2	2 SP: 3 JP	1 SP: 3 JP	4 SP: 2 JP	3 SP: 13 JP
N1-13	W4:5	W2:5	5-13	4-2	6-2	1-2	3-5	W4:7	W3:1
3-3	3-3	1-3	5-2	2-8	6-8	W2:5	W5:3	2-2	6-8
4-5	2-2	1-8	W3:7	W3:7	4-5	1-5	2-3	3-3	

3-2 1-1 5-2 2-4 4-1 6-2 1-3 2-2 3-1 4-1

1-3 5-2 3-13 2-8 4-5 6-8 2-3 1-8 4-5 3-13

PoC Presentation

Put all of our potential content for the PoC presentation here.

Link to the slide deck

Link to PoC Playtest Survey

Link to PoC Playtest Results

Challenges

Git repository. There was many difficulties with our repo involving FMOD and merging between branches. As a team we managed to solve the issues involving our git ignore and the issues with some branches not receiving new changes from main.

FMOD. Our audio programs seemed to be causing a lot of issues with the extra files it created and how it interacted with our gitignore. We've discovered that you need to make the gitignore before implementing FMOD to avoid these issues in the future because once the files are in there the gitignore struggles to exclude them after.

Feedbacks on Presentation

- To start with consider simple flat shaders - colour coding for OBJECT-VERB-RULE relationships. Don't start with lighting, FX etc...
- RED character, RED ability, RED peg in the RED hole (something like this)
- What were the mechanics? I would consider sharing/isolating the VERBS, OBJECTS and RULES for each character in your game, What can the sister interact with PHYSICALLY? What can the brother interact with DIGITALLY? Then determine the ROCK-PAPER-SCISSORS relationships between each OBJECT, each VERB and each RULE. Use this information as this building blocks for puzzle creation. Stick to a limited collection of MECHANICS (OBJECTS, VERBS and RULES). Don't focus on scenarios. - focus on patterns Use the mechanics to develop patterns for puzzles that leads to patterns -or- rationalize puzzle with patterns and mechanics. Focusing on the scenarios. leads to feature and scope creep. Think about the beat mixing and matching - player A, player B relationships and determine a puzzle that solves that pattern. As you discussed there a lot of affordance/signifier language that needs to be focused on - I would assign an entire sub-team to this pursuit
- Circuit - consider having the 'solved area' become better lit to show where the power is back on? Or something like that.(Player experience)
- Having more extreme feedback would help a lot. Making the generator core become emissive when its turned on and have a more noticeable particle effect may help. Overall it looks like an interesting game tho!
- Some Questions:
  - It seems super dark at the moment, do you think it should be brighter for tutorial level things, or is it important for the vibe?

Files

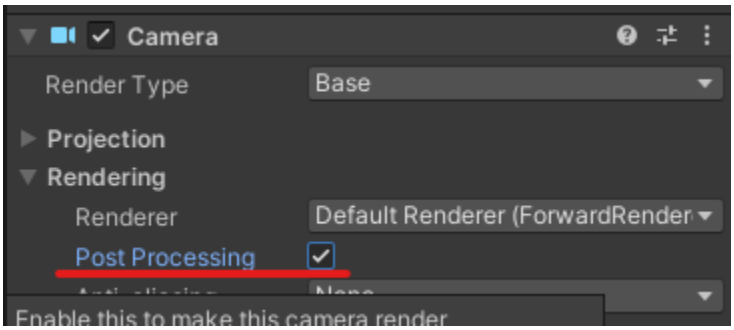
PoC Presentation...Deliverable.pptm

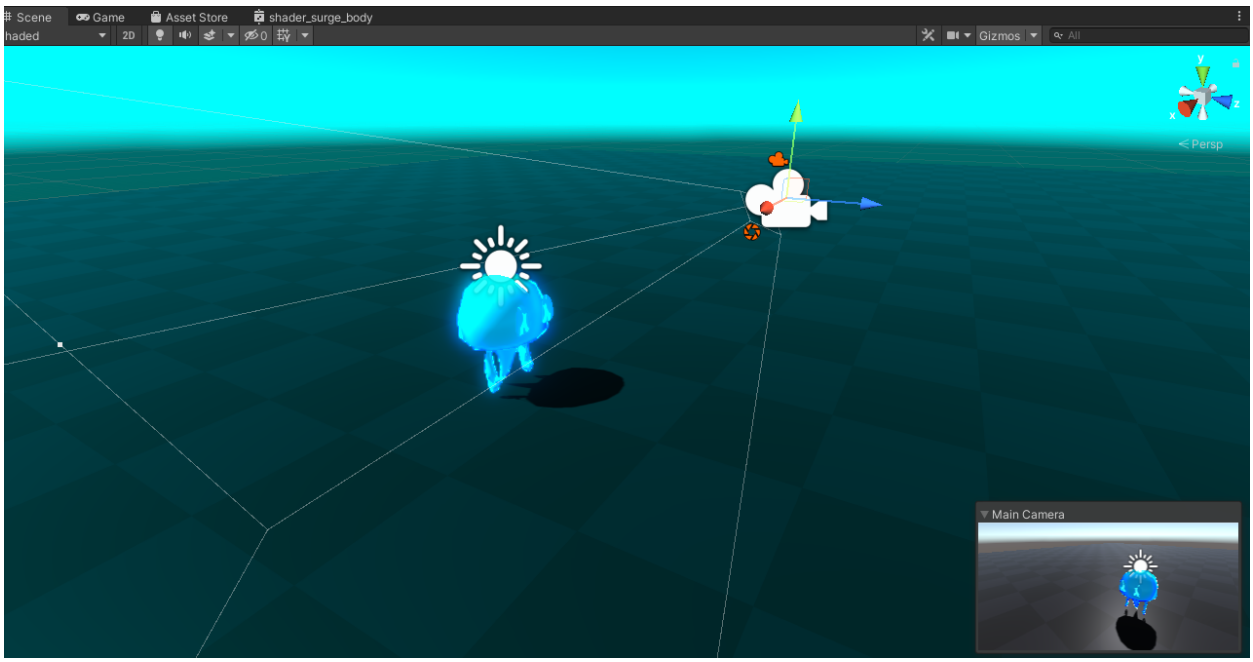
Wilson's PoC Progress

DAY 01

Blockers:

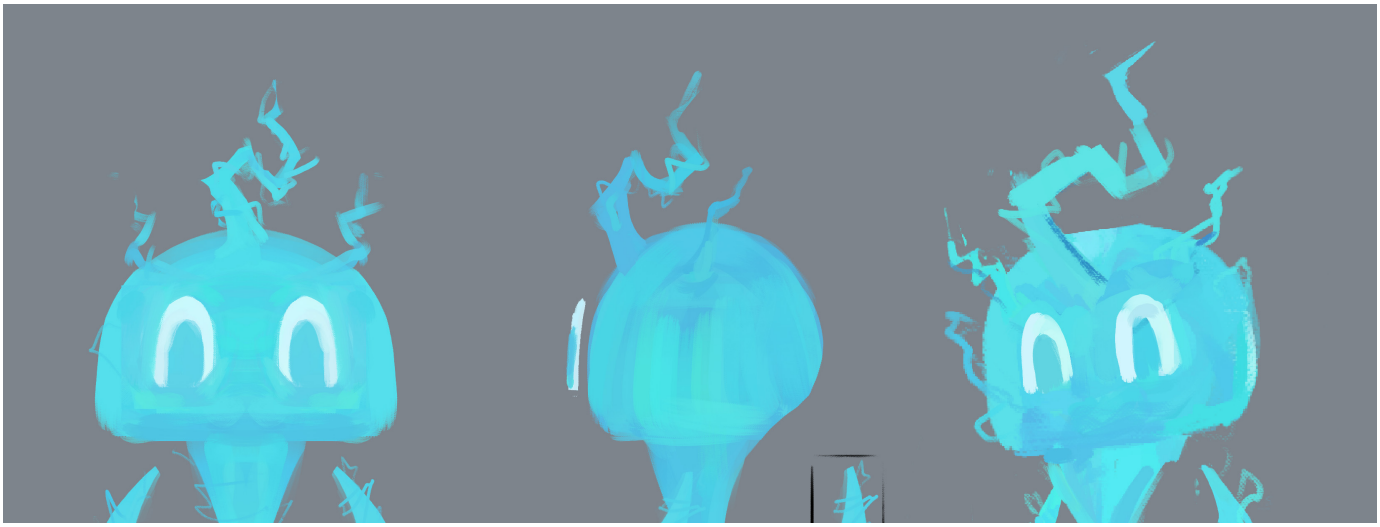
1. Global Post Processing Volume ONLY affects the Scene view, not the game



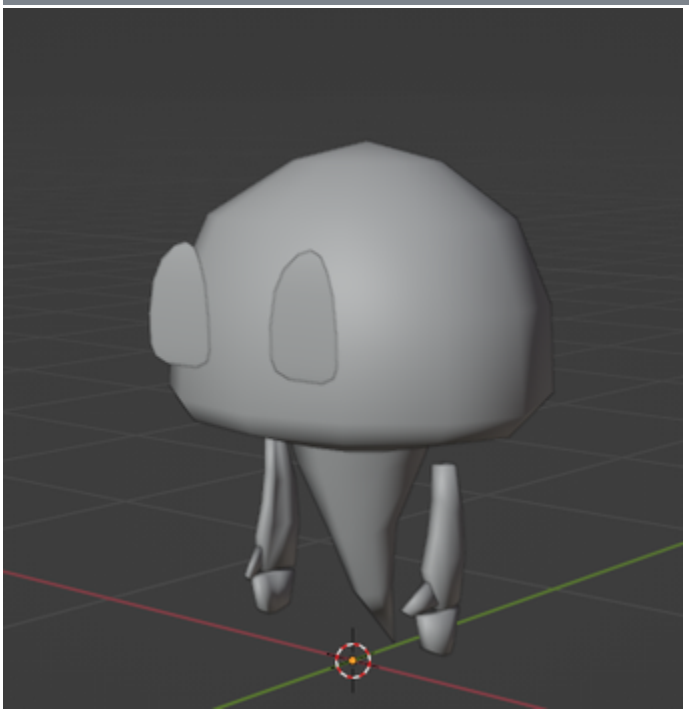
   a. **Solution:** Must check Post Processing is on **on the Main Game Camera**
   b. **However, it is blue in the scene for some reason**
      i. 

2. VFX_Electricty_general, because it was made to work with Electric Arc, **doesn't turn on without a mouse event**

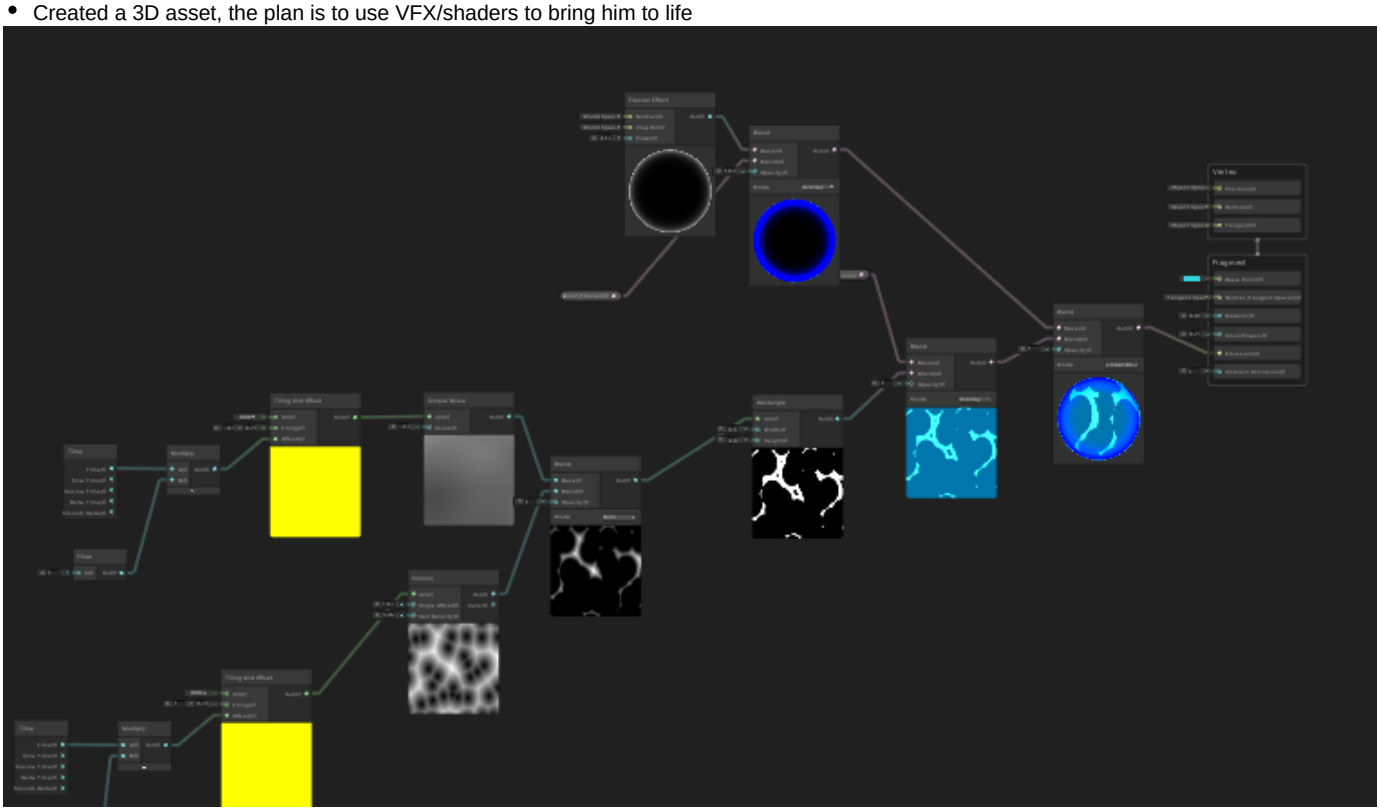
Surge:

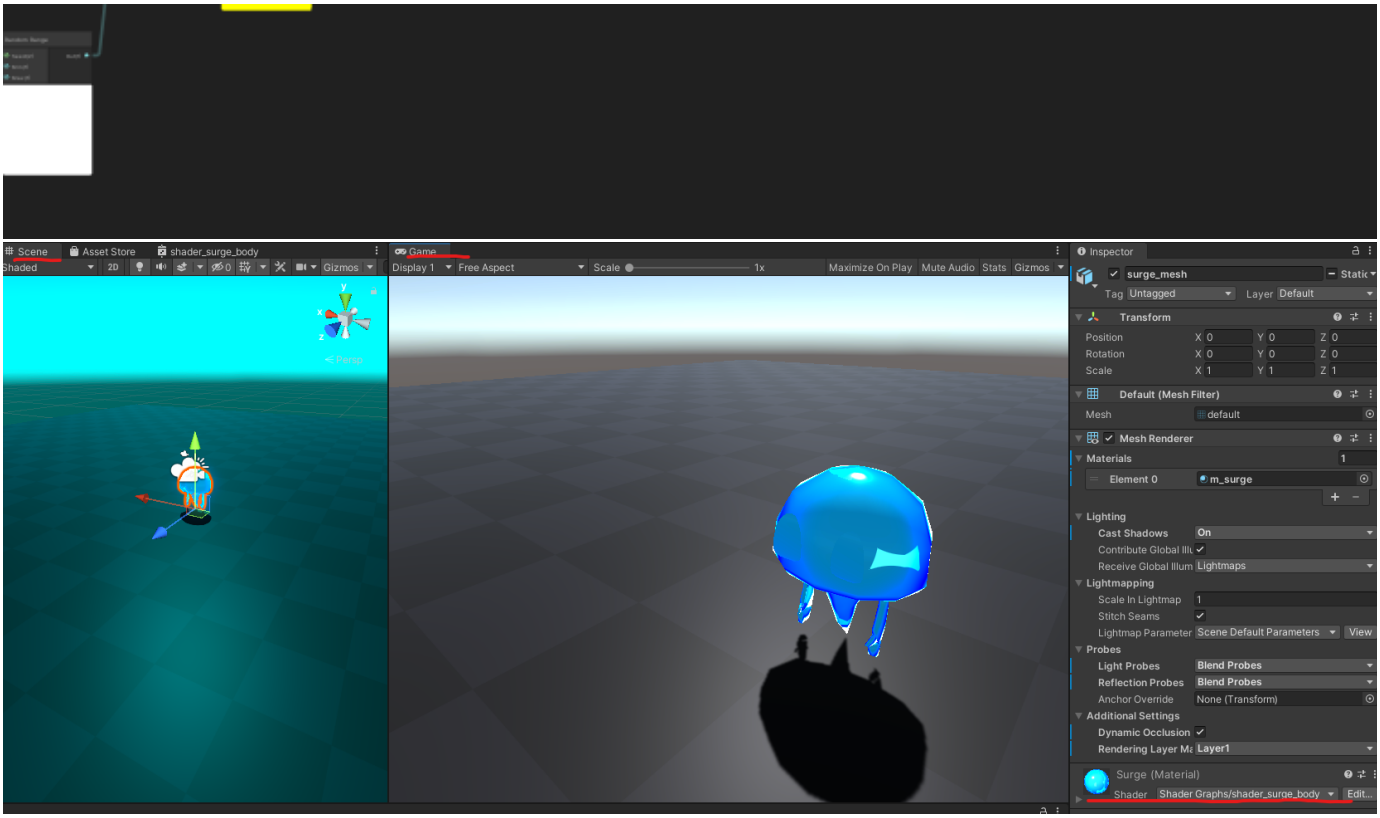


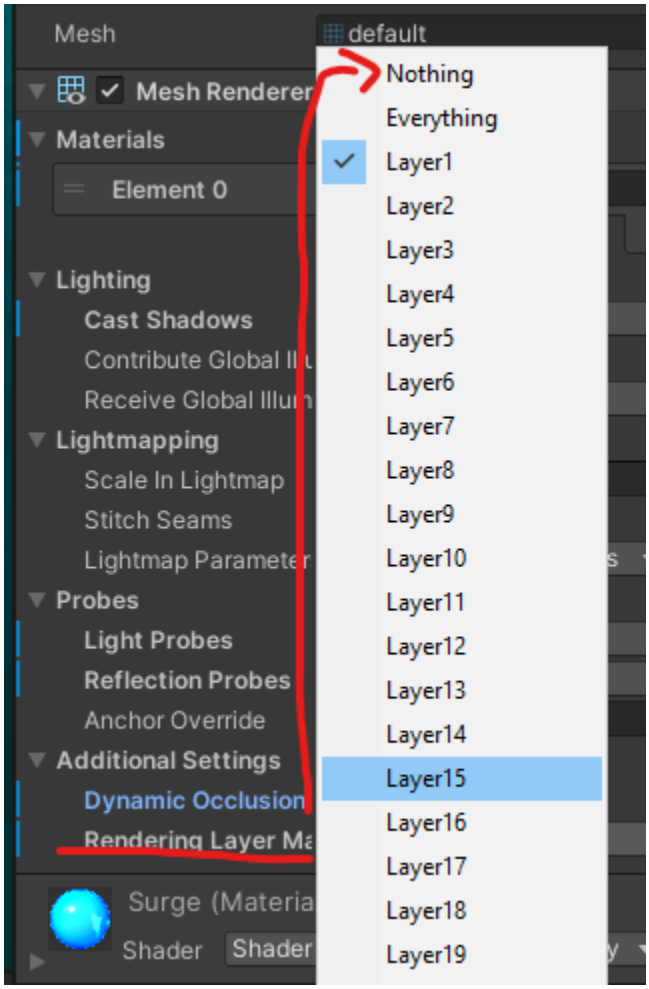
Project: Circuit Breaker **Surge's Humanoid Sheet** Wilson Chan



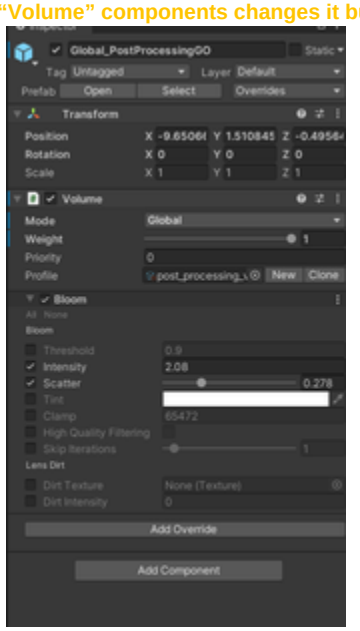
- Created a 3D asset, the plan is to use VFX/shaders to bring him to life

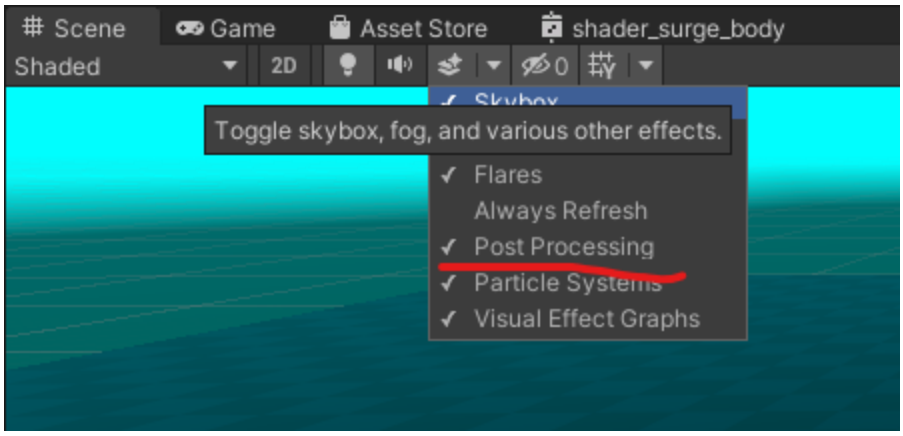


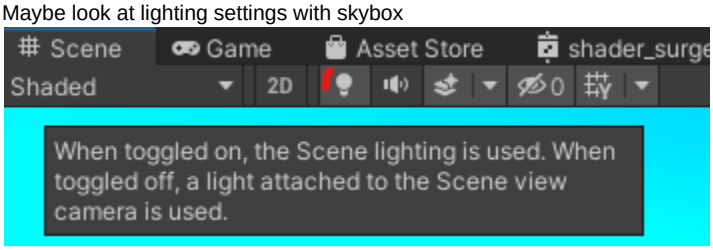


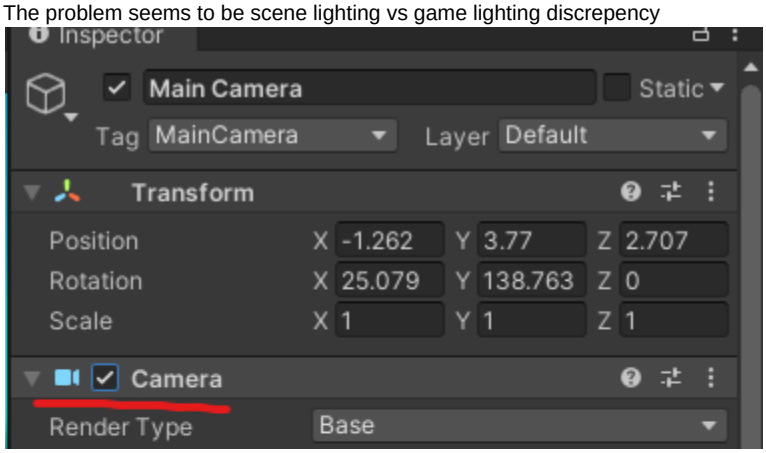
- 

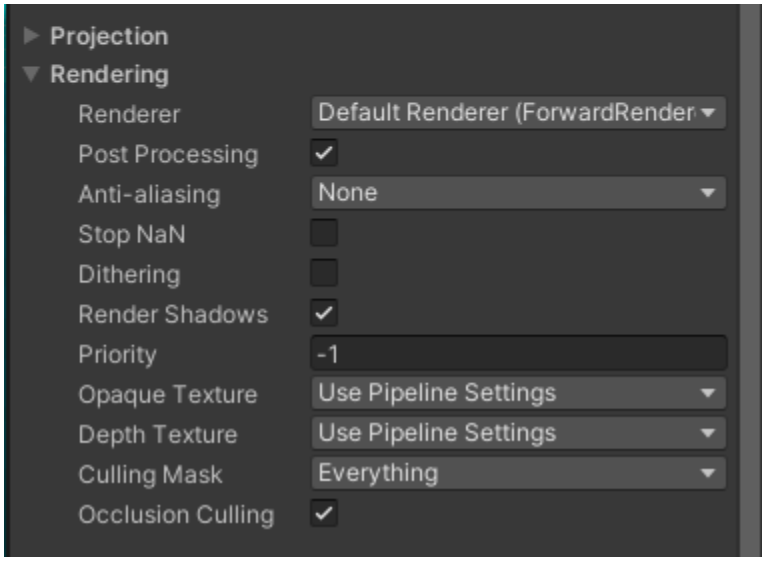
- It may be the Global Post Processing Volume that has bloom on

- **it is because of IT - Adjusting the “Bloom” and “Volume” components changes it but not the way we want.**
- 

- It may be because there is a scene camera which differs form in game camera:
  - 

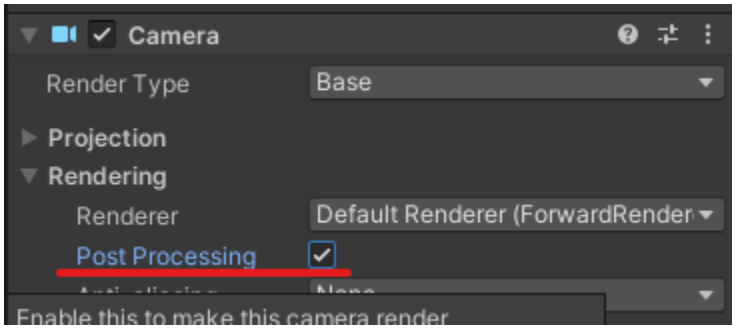
  - Maybe look at lighting settings with skybox


  - Also seen with this setting to adjust scene lighting being used and turn it off
  - The problem seems to be scene lighting vs game lighting discrepency




- **Disabling the in-game camera fixes this but of course disables it in game.**
- When I zoom out, it stops, **may be the Main Game cam's clipping planes**

FOR SOME REASON POST PROCESSING VOLUME DOES NOT AFFECT PLAY MODE!



- **Solution:** Must turn on Post Processing in the Camera settings of the game one.

How to get general vfx to play without need for player interaction?

```
void Start()
{
    vfx = GetComponent<VisualEffect>();
    myTransformBinder = vfx.GetComponent<VFXMyTransformBinder>();
    parent = transform.parent.gameObject;
    myTransformBinder.Target = parent.transform;//Sets the VFX to play on the Parent
    SetVFXToPlayInEditor();
}

// Update is called once per frame
0 references
void Update()
{

}
1 reference
void SetVFXToPlayInEditor()
{
    if (playVFXEditor == false)
    {
```

```
            vfx.Stop();
            Debug.Log("Stop");

        }
        else
        {
            playVFXEditor = true;
            vfx.Play();
```

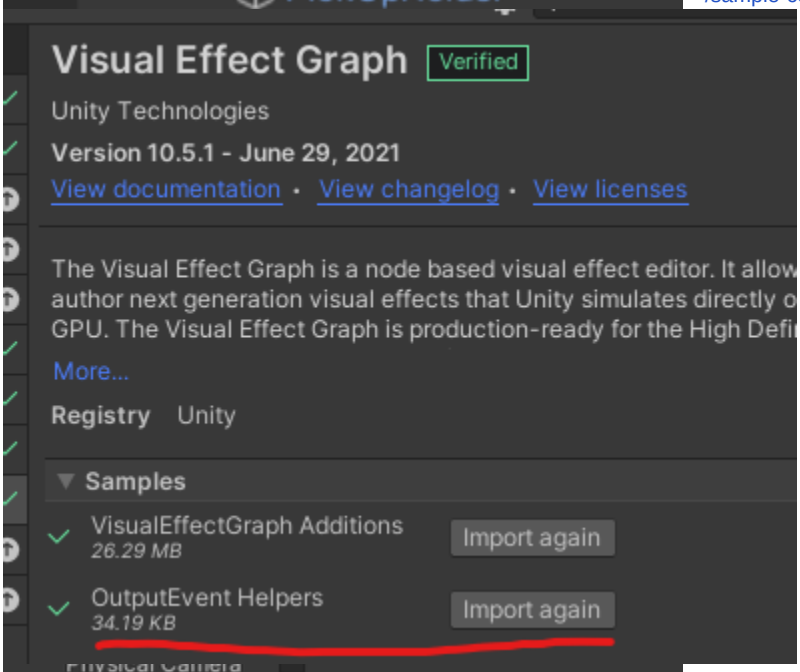
- I think that when it is in Update, it keeps resetting the VFX to time=0 BUT this results in it no visual effects appearing even though there should be. So it is playing but the visual feedback is lacking as it doesn't get **a chance for the particles to survive!**

How come Post Processing isn't working with Our Custom Camera?

- You must select the '*uiCam*' object within the prefab
- Enable Post Processing

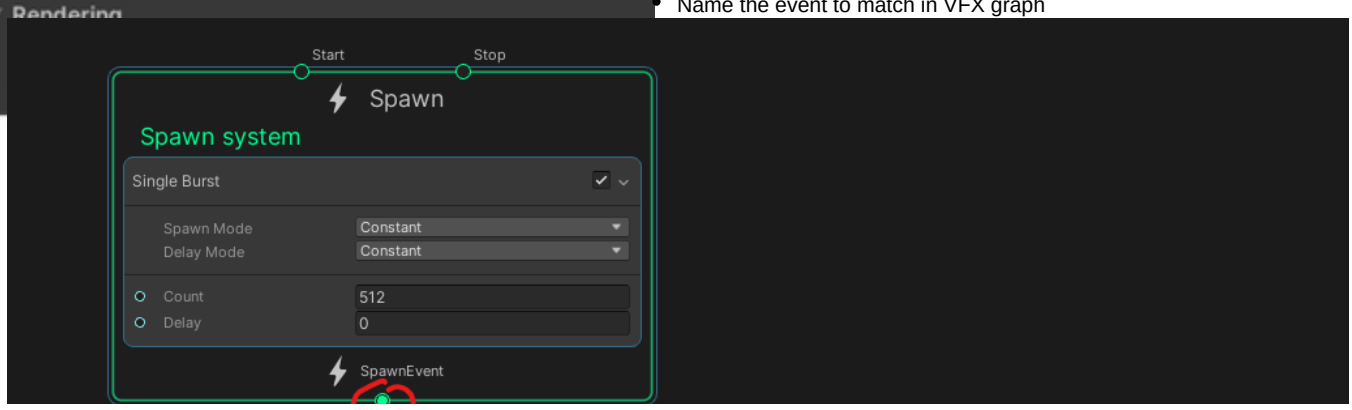
How to play Audio with VFX Graph?

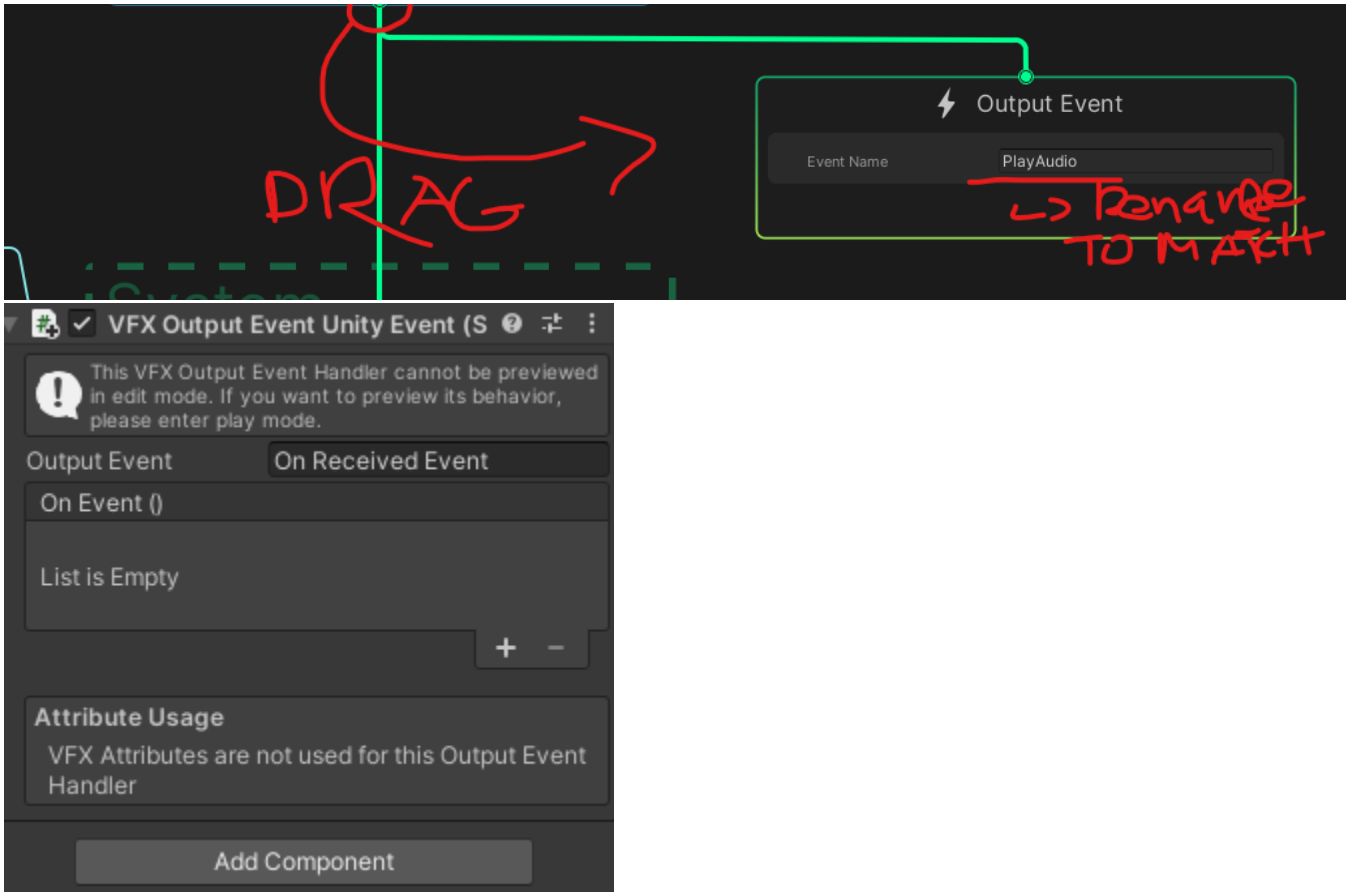
Import helpers from Package Manager for VFX Graph: https://docs.unity3d.com/Packages/com.unity.visualeffectgraph@10.5/manual/sample-content.html?q=Audio%20event



Watch video here: https://youtu.be/Nu8CZciSZt4?t=195

- Must use a VFXOutputEvent Handler so that we can use FMOD's audio source as Unity's isn't compatible
- Name the event to match in VFX graph

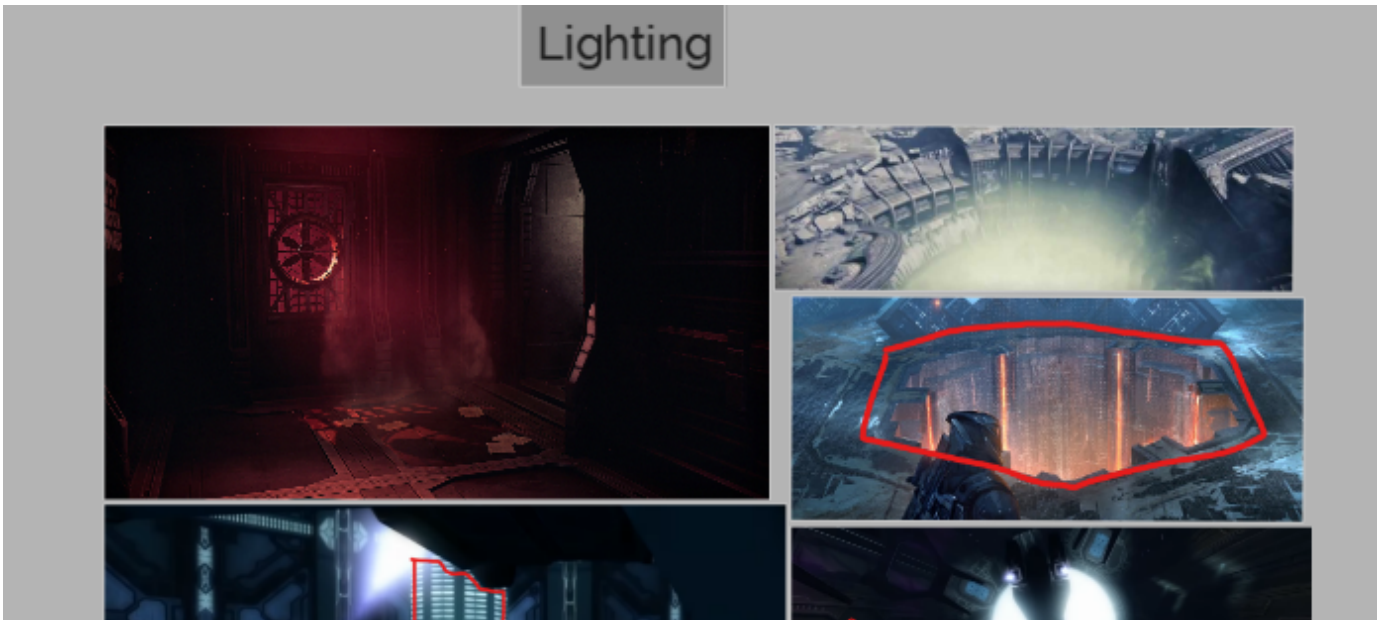


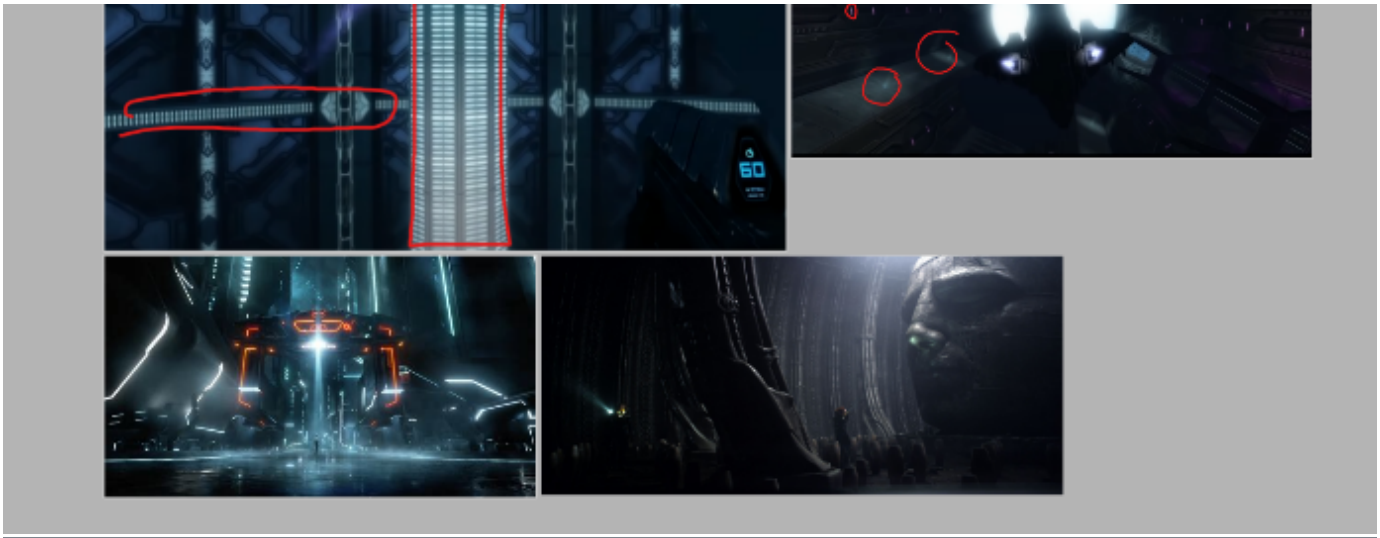


Sometimes electric Arc broke

- This was caused by dragging VFX into a prefab but not doing it properly so it actually goes into the scene
  - Then compounded by a search by string for that game object
  - The result was a (1) being added and me forgetting to omit all spaces
  - The string to search for was “VFX_electric_arc” but because of above, the prefab object had “VFX_electric_arc “ with a space at the end
- This caused lots of problems but took detail oriented eyes and multiple people to brainstorm solutions like discovering Unity’s game object search function

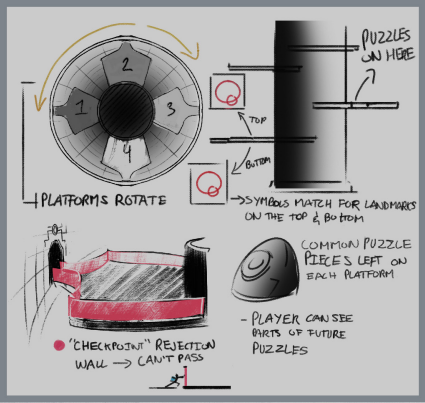
Lighting Scene:





Rotating fan like structure of floors where players must unlock ap uzzle to get the key to the next floor through a doorway.
-Central pillar rotates the petals around itself
-symbolos on both the bottom and top of each floor's surface to identify the level
-shield barrier that doesn't allow entry to that floor until the previous puzzle has been unlocked
- drones flying about

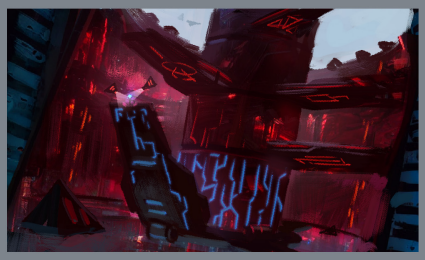
A

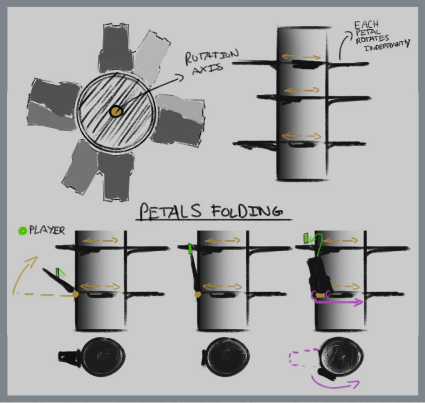


Petal structure , solving puzzle closes petal, player climbs back to edge of pedal, pedal rotates, gets close enough to JUMP to next puzzle.

Player will realize that they need to move further up or they'll slide to their death.

B





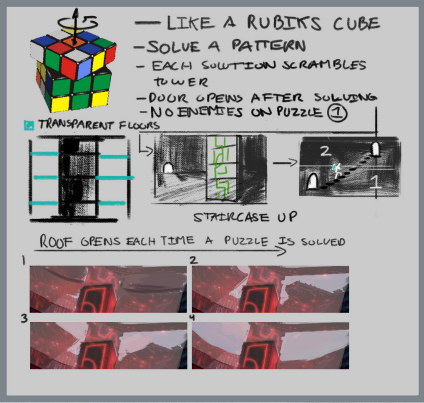
A crankshaft/rubiks cube like idea where each floor is transparent with bridges and can be walked on. The central column has symbols that correlate to unlucking the next floor. You must align the symbols to match a solution.

Each time a solution is met, the entire floor you stand on rotates, opening up a door along the outside wall of the circumfrence that will take you to the next level.

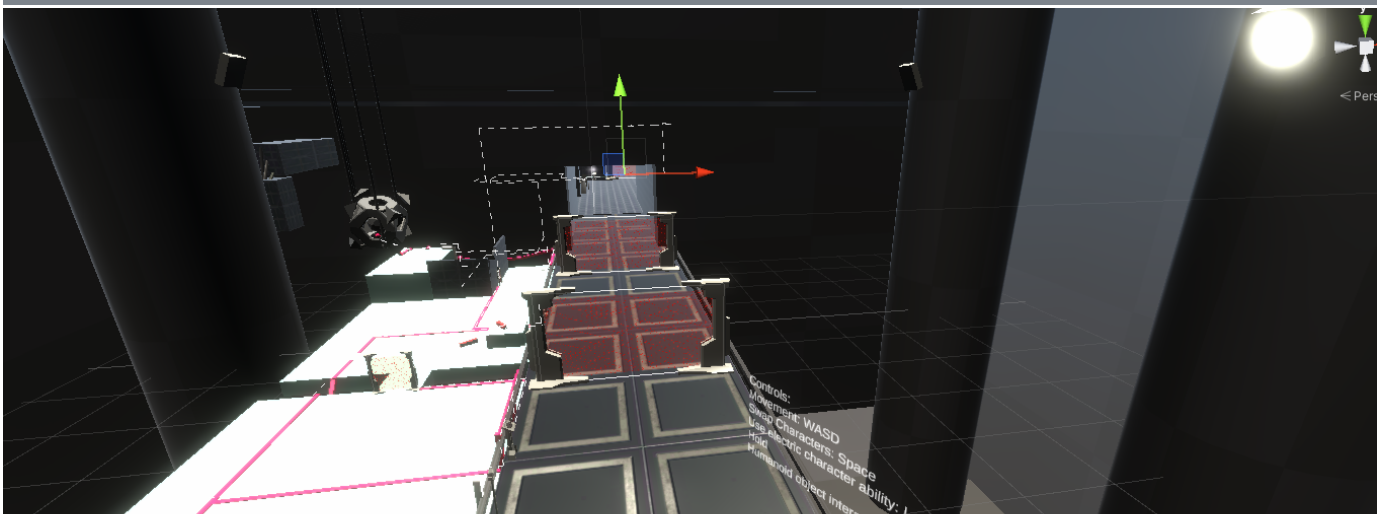
Afterwards, the puzzle updates to a new one meaning the central column scrambles itself again.

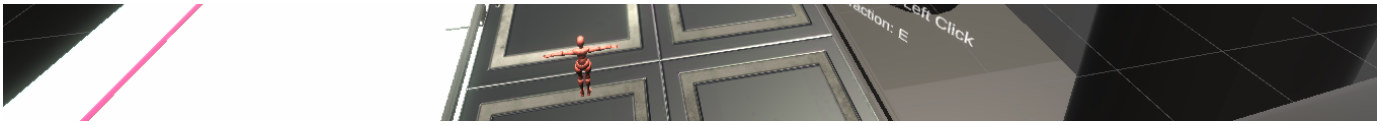
The first level will have no drones, subsequent rooms will though - Each instance of the correct solution will result in the silo's roof being opened more and more. However, it is grated/ lets some light through so players still know you need to go up.

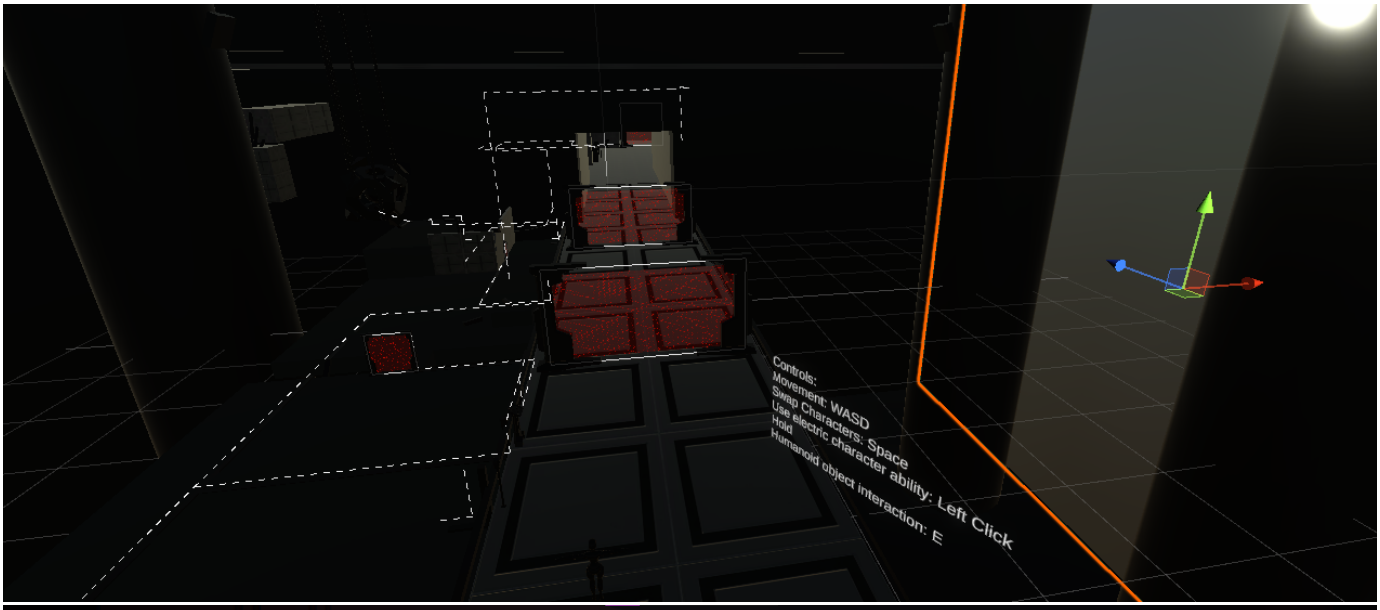
C

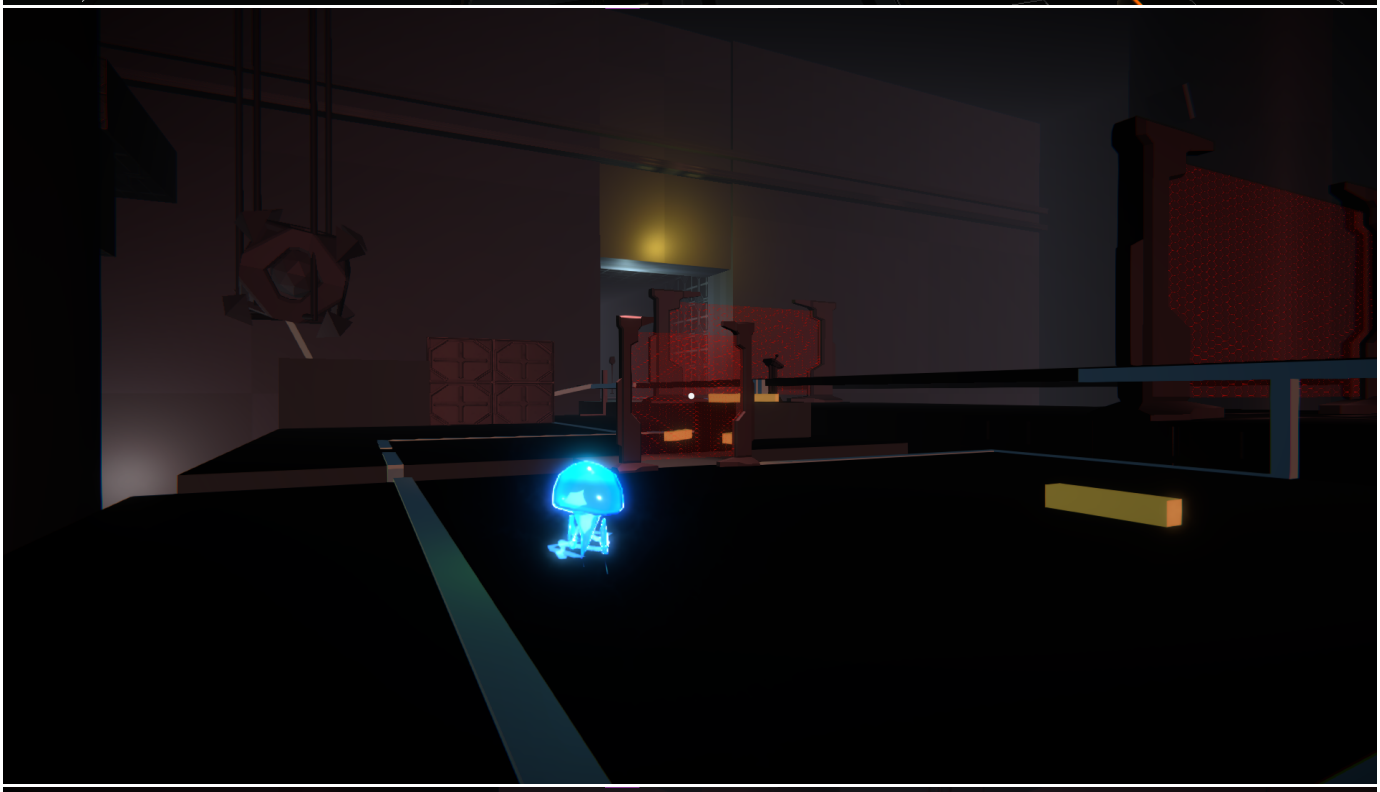


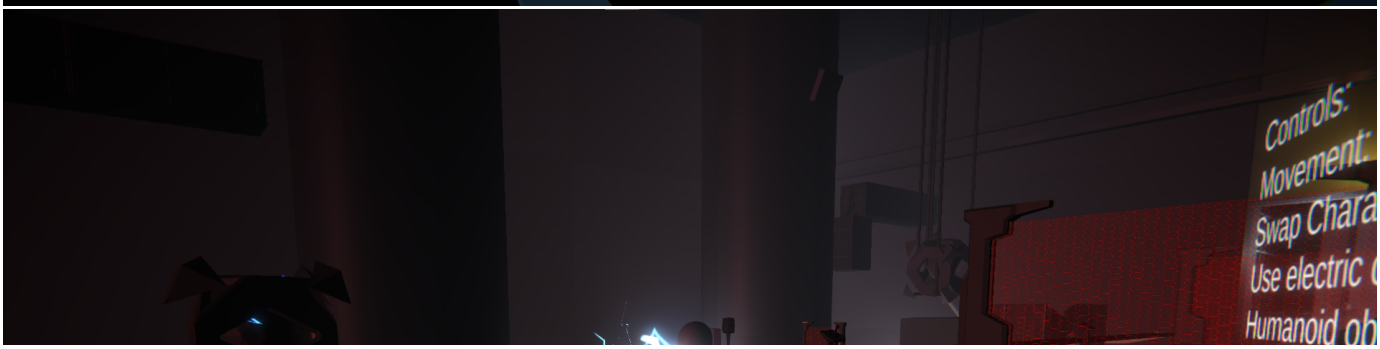
Project: Electric Potential **Color Keys** Wilson Chan




Left Click
action: E


Controls:
Movement: WASD
Swap Characters: Space
Use electric character ability: Left Click
Hold
Humanoid object interaction: E

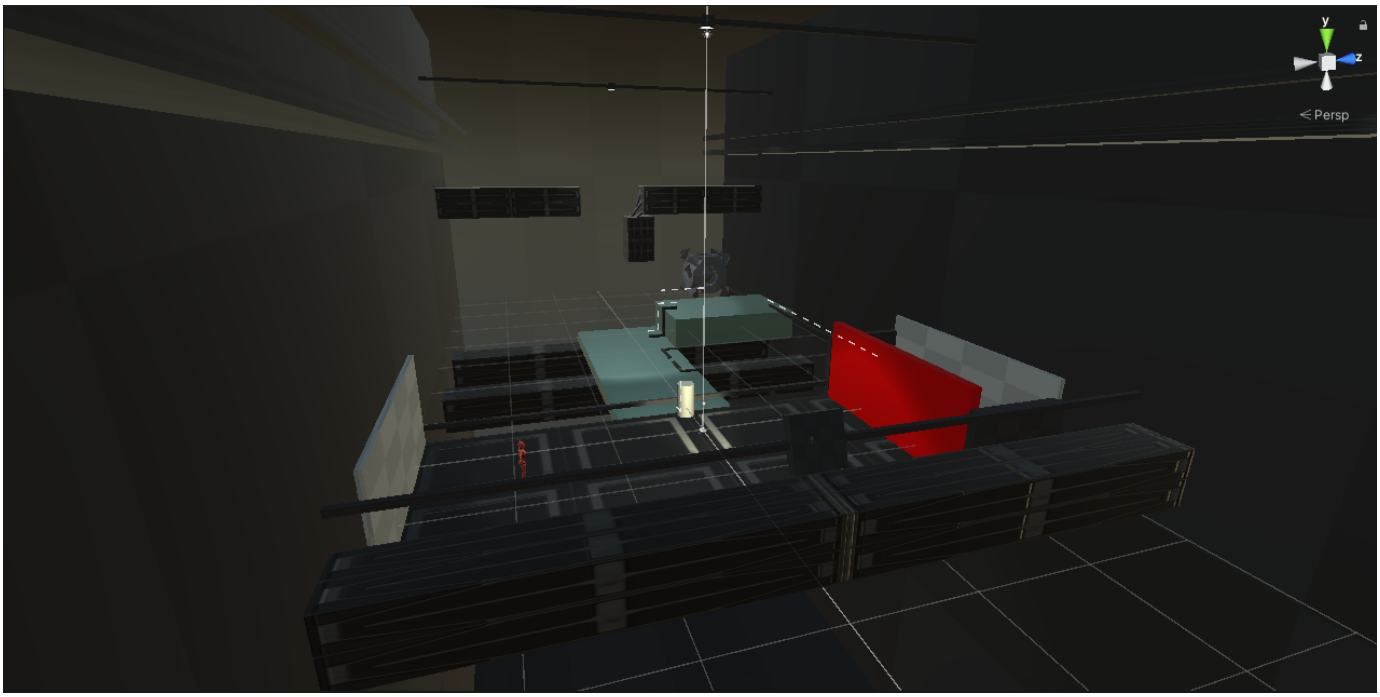



Controls:
Movement:
Swap Chara
Use electric
Humanoid ob

Unable to build

- We had some compile errors that we solved by:
  - Identifying the scripts giving errors and disabling Editor only code like drawing 3D gizmos
  - Looking for missing scripts through identifying which prefabs we couldn't save as Unity doesn't take us to warnings

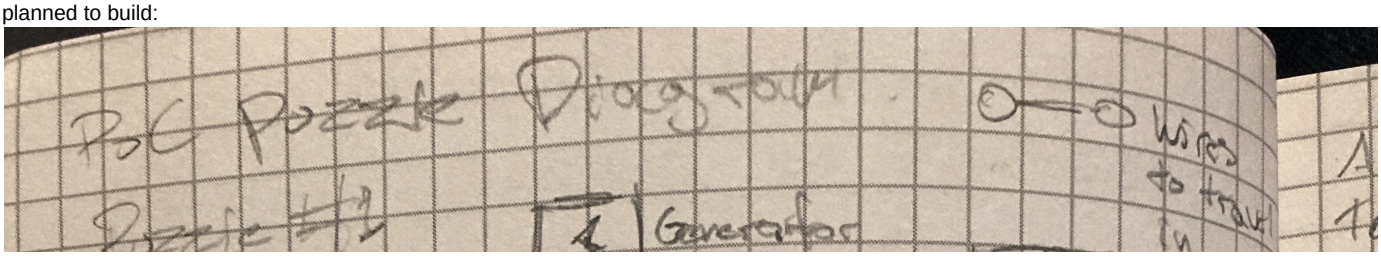
Joshua's Presentation Notes

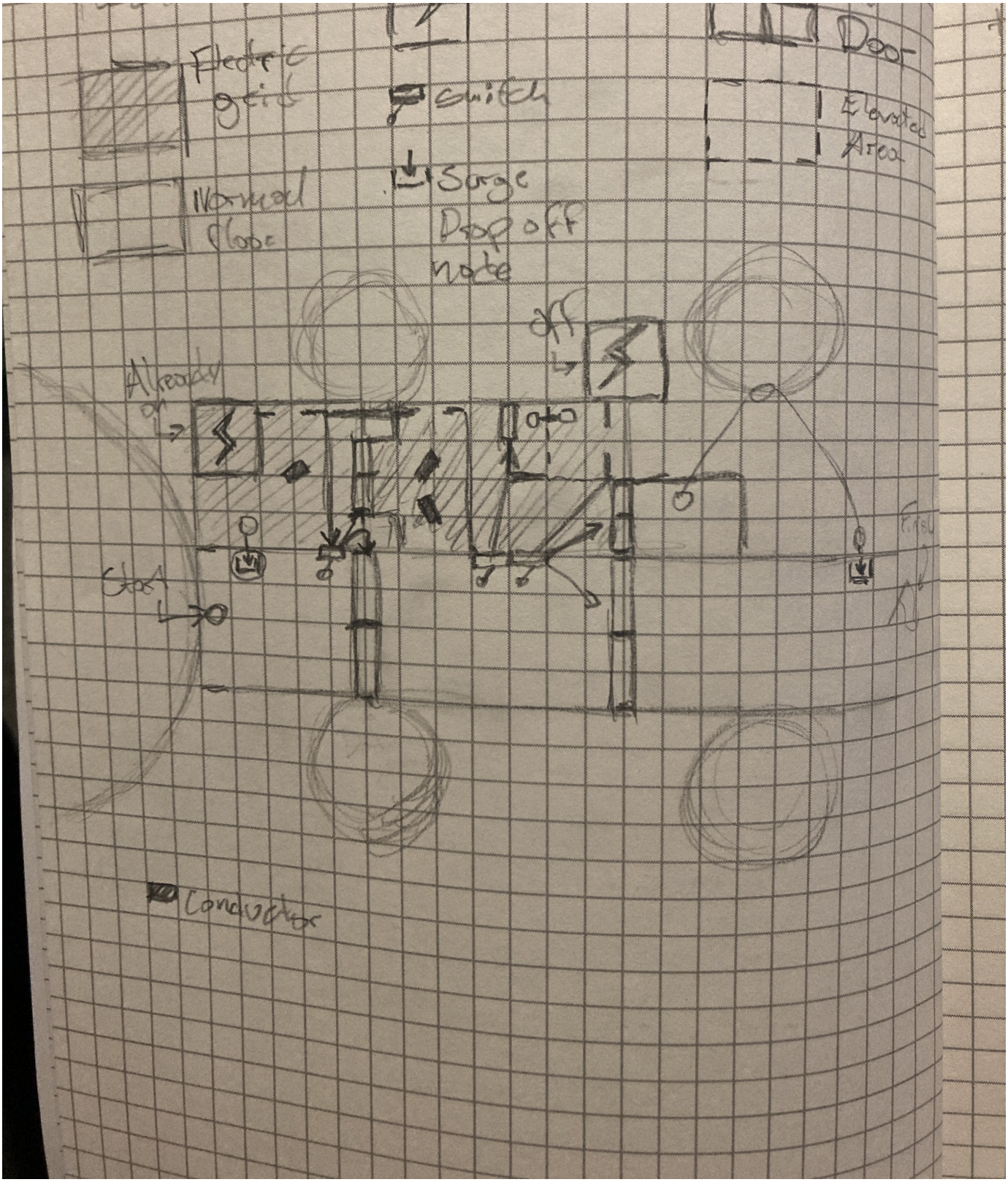


An image of the level with minimal game objects in it. This level is meant to be simple and everything can be seen from the beginning within the open space provided. Minimal art assets have been implemented at this stage so some game objects are harder to recognize.

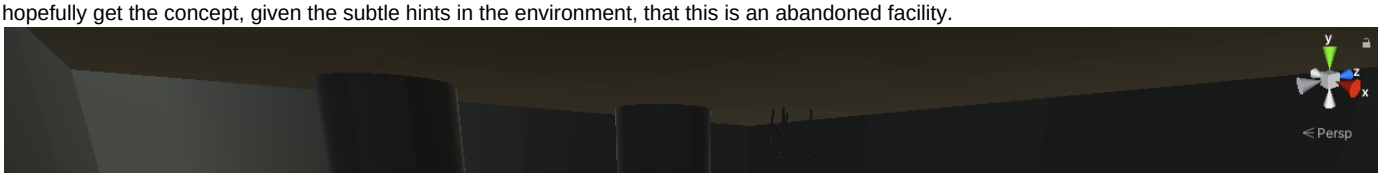
Puzzle Redesign

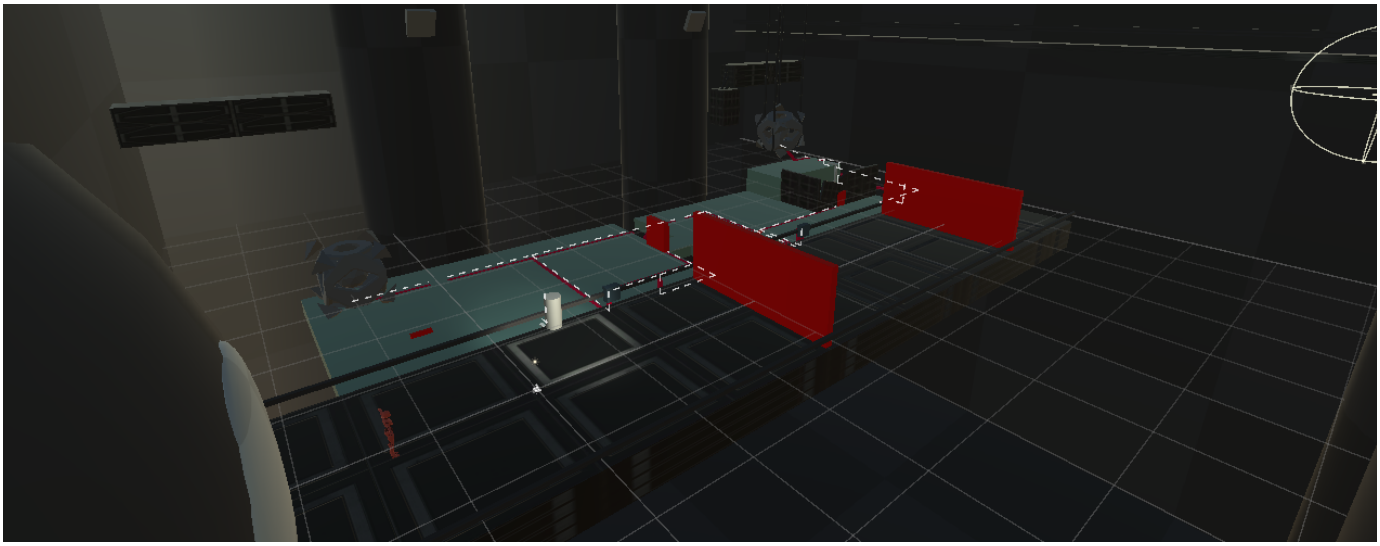
My original puzzle design needed to change because of what we were able to get into the PoC. Below is a sketched plan of the new puzzle I planned to build:





After implementing the layout and game objects, I finished the first puzzles redesign with a more grand scheme. Now the first puzzle is divided into two sections to create an introduction and a conclusion to the level. Some of the base ideas for scenery are greyboxed in playtesters will hopefully get the concept, given the subtle hints in the environment, that this is an abandoned facility.





Tiago's PoC Presentation

Difficulties

.gitingore

Re-learning how to use Unity

Fmod constantly crashing

Files Folder

All the files related to the project

Search

Expand all Collapse all

Programming

Art

Design

Brainstorm - 09/08/22

Narrative

Narrative Design Doc

Link to the document

Circuit Breakout: Dual Polarity

Narrative Design Document

Team: Quiropraxis

Table of Contents

1.0 World Building. 3

1.1 Location. 3

1.2 The Sefornal Corporation. 3

2.0 Characters. 4

2.1 Data (Main Character 1). 4

Aesthetic. 5

Personality. 5

Motivations. 5

Flaws. 5

Arc. 6

2.2 Surge (Main Character 2). 6

Aesthetic. 7

Personality. 7

Motivations. 7

Flaws. 7

Arc. 7

2.3 The Warden. 7

Motivations. 8

Arc. 8

2.4 The Accicorpus. 8

Aesthetic. 8

3.0 Story Beat Map. 9

4.0 Timeline of Events/Iconic Scenes. 9

4.1 Storyboards. 10

Scene 01: Data finds Surge. 12

Scene 11: Data collects Surge. 15

Scene 21: First look at the facility. 17

1.0 World Building

The game takes place within the modern era, in the year 2026. The world continues to develop new technologies at an ever-increasing rate. Electric cars continue to work towards replacing gas fueled vehicles, robotic prosthetics have now been released and have become a topic of debate, and multiple attempts to increase humanities reach into space have been attempted with self-operated spacecraft. Otherwise, the world is still quite like the world we live in today.

1.1 Location

The game takes place within a derelict testing facility that belonged to a hidden branch of the Sefornal Corporation. This testing facility resides underneath Signal Hill, a national historic sight overlooking St. John's Newfoundland. The mountainous regions surrounding this historic sight allowed for future expansions of the facility and an easy place to hide their experiments under the public eye.

The facility spans nearly two miles underground, measured from the top entryway to the lowest testing and holding facility. The entire structure is built surrounding a central column which carries rotating platforms that grant access to all levels of the facility. The building is divided into four levels, which divide its test subject by the lead scientist responsible for their management. The levels hold individual experiments in numerical order except for some exceptions which are kept deep within the facility for safety and security reasons.

During gameplay, the game starts off at the bottom of the facility in holding cell 001. This cell is one of the two exceptions to the base numbering scheme of the building, because the experiment inside is essential to the facilities ability to function. The other is numbered 201 which is held in the deepest part of the facility, through a secure series of elevators and doors. This experiment is regarded as so dangerous it must be kept this far from everything else.

1.2 The Sefornal Corporation

Sefornal publicly presents itself as the lead innovator in medicine, tech, and military products, and has spearheaded the development of many deep space crafts. To the public, they have done great things for the development of human technologies, but their practices and methods remained completely hidden. Since the societies founding, they have maintained a lead on the worlds technological advances and remained close to half an era ahead in technology when compared to the rest of the world at any given time. This rapid advance in technology has only increased as time has gone on. Around the world, the Sefornal corporation has discovered anomalies and societies around which facilities were founded and hidden. The primary facility for this story is the one hidden underneath signal hill.

During the first exploration of the western world, Sefornal sent explorers with early British colonizers to explore the new world and report back anything they found of interest to the foundation. It wasn't until the 17th century, after the creation of the outpost on Signal Hill, that something of note was discovered. During the creation of the outpost, a hidden cave was discovered. Within was a town of tribe's people that primarily lived within the dark confines of the cavern, only leaving through hidden exits near the base of the cliff the cave resides in. The builders called them "mole people" because of their pure white skin and heavy disfigurement around the eyes, toes, and joints. Despite this, the foundation saw value in the discovery of a civilization so removed from the rest of the world. Quickly, the witnesses were either discretely dealt with or taken into the organization, and the outpost was completed without a word of the discovery reaching another person's ear.

The foundation quickly began the construction of a larger space for the tribe's people to live in, showing them their wealth of fantastic technologies. Quickly it was discovered that a disease had grown within the caverns with these people, who had built up a tolerance to its symptoms. After some time, it was determined that this contained plague was the culprit behind the people's deformities. After over a year of research and labor, Sefornal developed a cure for this illness, and the tribe praised them for this boon. After the cure was developed, these tribe people were called "Devoted" by the foundation in all recorded logs and letters.

The Devoted saw these corporate manipulators as beings of divine or magical power. In their eyes Sefornal offered them kindness and gifts, thus they did as they were instructed. Quickly the tribe was converted into a civilization that lived within the growing confines of the facility within the coastline, worshipping their faceless corporate god and giving to the foundations every whim. To them, Sefornal means everything, and nothing is too much to give.

During the construction of this facility, the tribe's people were left to continue to use their ancient iconography and alphabet. Aside from the normal numeric system that the foundation taught them, they still write with this system, but understand it verbally as English. The facilities signs, maps and walls are marked with these symbols and have been updated with more modern materials over time.

The Devoted continued to receive education from the foundation, and eventually were left to run the facility on their own with regular reports and communication with Sefornal becoming required every day. They act out the corporations demands and serve as the facilities staff for every role necessary. Only select individuals that have been trained to exit the facility and perform covert operations are permitted to leave, and the colony sees leaving the facility as heinous or an act of defying Sefornal. Anyone who ever questioned the foundation and openly showed this are visited by members from outside the facility and brainwashed into continued belief. Because of this, the facility has remained without conflict for the entirety of its existence until the raid that left it abandoned since.

2.0 Characters

The primary characters in the game are humans turned into living experiments. Other secondary characters include characters from the main characters past and the enemies that the player will encounter during gameplay.

2.1 Data (Main Character 1)

Data is the older sister in the pair of siblings. She was born inside the testing facility and was swiftly used in experiments on replacing parts of the human body with robotics. These experiments were more than just for prosthetics and used an experimental techno-organic substance that transmuted living flesh into electrical robotics. As she grew older, she was exposed to more of this substance, and more of her body was replaced with mechanical replicas. By the time she was thirteen her left side was completely made from these replacements, which had been acutely refined to visually replicate the original body parts they were replacing.

She lives as a normal person would, requiring food, drink, and sleep to function. However, the robotic parts of her body require an electric charge to function. She supplements this need with portable injector batteries which slot into her right leg. Without power, the robotic components of her body shut down. Moving these parts becomes more and more sluggish until she is unable to move. However, direct contact with electrical currents can power her internal batteries and give her a boost of power for a short period of time.

After the testing facility was raided, she escaped with the other test subjects, now more robot than human at this time. She went to live in secrecy with the few friends she had made while inside the compound, taking a healthy supply of injector batteries with her.

Data was always aware that she had a younger brother and has seen images of him on occasion. Despite this she was never able to physically meet or interact with her younger sibling and yearns to see him in person and love the sibling she's had for so long. For this reason, she returned to the facility six years after it had been abandoned to retrieve her lost brother. She left the charging stations she had at home and took what remained of her supplies of injector batteries for the long journey. Once she found her brother, she had run out of these necessary supplies and requires her younger brother to power her body so they can escape to a life they could deem as normal.

Aesthetic

Data is a young adult woman who inherited the Devoted genes of her parents. Thus, her skin is pale white, and her eyes are vibrant in color. Most of her body has been replaced with techno-organic replicas of her original body. These machine parts grow with her and develop to perform the same functions the human body requires to survive. The metal that makes up most of her body is well maintained, and many intricate circuits run along her metal skin. The only parts of her body that have remained human are from her shoulders and up, excluding the back of the neck and head. On the back of her head are large ports where special cables and computers can be plugged in for her to access machines with her mind.

Personality

Kind, determined, protective and stubborn. Data has had plenty of time to grow up around various people, such as other test subjects or the facilities scientists. Her time in and outside the facility have shaped her into a strong headed woman determined to protect her loved ones and finish anything she starts. Despite these brash traits, she is also quite soft with specific people she is close with. Surge is one of these people because of their sibling relationship. Even though she loves her brother, he can frustrate her to no end with his lack of understanding or care for safety.

Motivations

Data wants to free her younger brother since he is the only remaining member of her direct family. She fears being alone and believes that the familial bond she is missing with Surge will help with this. Because she is an older sibling, she feels obligated to mentor and protect her younger brother and blames herself when he gets hurt.

Flaws

Data is arrogant and unable to let go of her responsibility of protecting her younger brother. She believes that her way is best when solving problems or tackling challenges. She would rather Surge never have to get involved in helping them escape if possible, and this inherently makes her make some poor decisions.

She is also wracked with guilt for leaving Surge in the facility in the first place. Whenever anything happens to Surge, she'll blame herself and let her emotions overwhelm her. She has little faith that Surge will make it on his own because of his youth and lack of experience with anything.

Arc

At the beginning of the game, Data will forcefully try to remain in control of Surge's actions, pointing out where to go and yelling at him if he ever goes somewhere she can't see. Her strong headed mindset towards protecting him prevents him from being a child that's learning about the world, and inevitably halts their progress towards escaping.

As the game progresses, Data will begin to see that Surge can do things on his own. She'll loosen up a small amount when directing him and take moments to positively reinforce his actions after completing challenges.

Eventually the two will be forcefully separated by the Warden, and Data will break down thinking that losing Surge is her fault. It is after the two reunite after being separated that Data will open after seeing that Surge made it out completely fine on his own. She'll respect him more as a person, and more as a brother who ventured forth to find her again.

At the end of the sibling's journey, Data will have opened to Surge about her insecurities and have developed a trust with him that he can take care of himself. To show this, she'll allow Surge to travel around the electronic parts of her body and rest on her shoulder to see the world as they exit the facility. This represents her giving him the freedom to explore and that she no longer believes that he needs to be restrained by the batteries protection to be safe.

2.2 Surge (Main Character 2)

Surge is the younger brother in the pair of siblings. He was born ten years after Data during one of the facilities biggest downfalls. The facility had expanded too far for their power generation to handle, and some of the facilities holding cells threatened shutting down and letting loose what they held within. So, the scientists from the four wings came together and worked to find a solution. It was during this time that an anomaly was discovered by Sefornal and transported to the compound for research. A small beetle made from electricity arrived and was immediately sent into testing.

Both the anomaly and Surge were experimented on together until both combined into one being, turning the baby boy into a being made of moving electricity. The power the child outputted was far more than expected and could power the facility and any of its expansions for as long as he remained there. Surge was built a unique containment cell at the base of the facility and given the number 001 to establish his importance to the facility.

Now made from moving electrons, Surge lost the need for food, drink, and sleep. He is confined to areas or objects built to hold electricity and cannot leave them or risk his being diffusing into the surrounding environment. Because of this, when the facility was raided, he could not follow the other experiments in their escape. He was left behind in solitude for six years until someone he didn't recognize came back to the facility.

Now affixed to a battery on Data's back, he can leave the room he has never left since his creation. Without Data, he is confined to the battery, and will remain within it until connected to another object that can contain or transfer an electric charge.

Because of his life of isolation, Surge is very curious about most things. He seeks to learn more about the world, and the people he meets. He is especially interested in meeting new people since he had very little social contact in his early life. Most of all, he wants to leave the facility and see the world beyond the compound.

Aesthetic

Surge looks like a child between 7-10 years old and is completely made from radiant electricity and sparks. He commands the electricity that makes up his body on a whim, and commonly doesn't manifest himself to appear as a human child if no one is around. While moving, he loses all form and becomes a flash of electricity. The only consistent appearance he shows is his eyes that are always apparent no matter what shape his body takes. His pupils are different shapes; one is a plus sign and the other is a minus. Throughout the game he will make himself look human more often while around Data, attempting to mimic what is suggested to him as a normal person.

Personality

Curious, childish, extroverted, and energetic. Surge has had very little contact with other living creatures throughout his life, and the time he spent in the facility during its abandonment was done in a hibernated state. Thus, he has kept his childlike demeanor and curiosity. He is excited by things he has never seen before and is ecstatic when meeting new people. These traits do make him somewhat clingy and overly trusting of the people he meets first after being taken from the lab, which fortunately makes collaborating with him easier for Data.

Motivations

Surge wants to see the world outside of the facility and express himself openly instead of being confined. He'll do anything to never be trapped like he was since birth. He naturally feels the need to interact with other living beings, seeking comfort and companionship since he never had any.

Flaws

Arc

2.3 The Warden

The Warden is the main antagonist of the game, which the player never really sees until one point in the game where they pass by his dismantled shell. The Warden is an Accicorpus that was given the most advanced shell any of these aliens have ever received. It was given to them to better help them survey, manage and detain the experiments within this facility. No single experiment could overpower this monstrous machine on its own.

It was during the raid that The Warden was destroyed by numerous escaped test subjects that it had previously upset in their attempts at escape previously. The overseer and protector of the facility didn't stand a chance against the numerous experiments that swarmed over it in their attempts to flee in the chaos. Now its dilapidated husk resides just before the open hangar door, still resting where it fell in its final attempt to keep the experiments from fleeing their containment and placing the world in all kinds of danger. From here it has remained barely alive and unable to move, its mechanical limbs and servos damaged beyond repair. It remains mentally linked to the facility and can still speak through its speaker systems. Its remote control is what allows it to block and assail Data and Surge throughout the game, shutting barriers or removing platforms.

Motivations

The Warden was given the purpose of keeping all experiments housed in the facility from escaping. It failed in this task during the raid but continued to believe that it could still redeem itself if it kept the only remaining experiment within the facilities walls. This final experiment is Surge. Once Surge was released from its containment, The Warden would stop at nothing to assure that neither him or his sister would escape the facility, dead or alive. To give up on its original purpose is suicide to it, and thus it will accept no compromise that does not involve Surge remaining in the facility.

Arc

2.4 The Accicorpus

The Accicorpus are the creatures responsible for maintaining and protecting the different Sefornal facilities around the world. The name Accicorpus is derived from the Latin words acciperus (take) and corpus (body) and was given to these creatures on account of their ability to inhabit most nonliving objects, including dead bodies.

The Accicorpus was discovered in Brazil by a group of Portuguese colonizers in the 1500's, during the first colonization efforts of the country. Very little documentation of their first discovery has survived, but what remains details the discovery of a dead walking tree with a massive bloodshot eye. After this encounter, the creature disappeared and remained hidden until the 1800's when members of Sefornal investigated a series of meteors that crashed in south Brazil, a few miles west of Curitiba.

The foundation discovered a small group of these creatures working in tandem to create bodies out of the rocks they arrived in and the surrounding foliage that was destroyed by the impact. Quickly they discovered that the creatures possess intelligence after one of the investigators dropped his weapons as a sign of peace, and one of the creatures responded by revealing its fleshy vulnerable body from within its shell. It then became clear that the creatures cannot communicate verbally, but instead naturally communicate through physical contact and the exchange of images with the mind of their target.

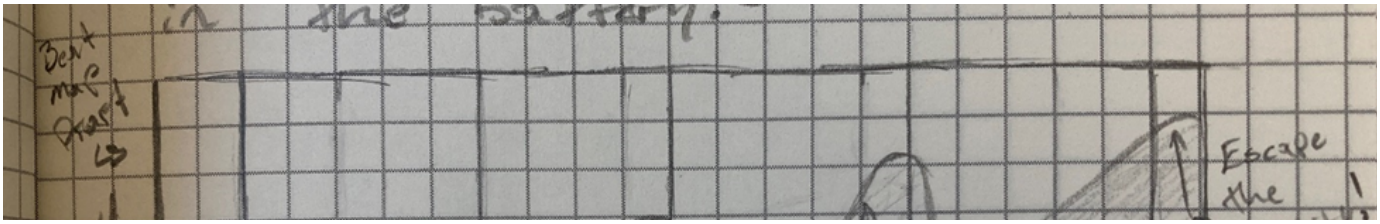
The Accicorpus are galactic travellers seeking a place and purpose within the universe. Newborn creatures are kept within hollowed space rocks that drift through the empty void and hopefully find somewhere for the creature to escape and develop. After finding Sefornal, they were quickly given a new purpose as guards and managers of their most dangerous facilities in exchange for some of the best shells and bodies the corporation could develop. The aliens took this exchange with absolute joy and have since reproduced and populated every secret Sefornal location on the planet with terrifyingly efficient overseers and soldiers. Their numbers have become vast, and many of them reside in hibernation deep underground in holding facilities around the world, ready to replace any of their kin should one fall during service.

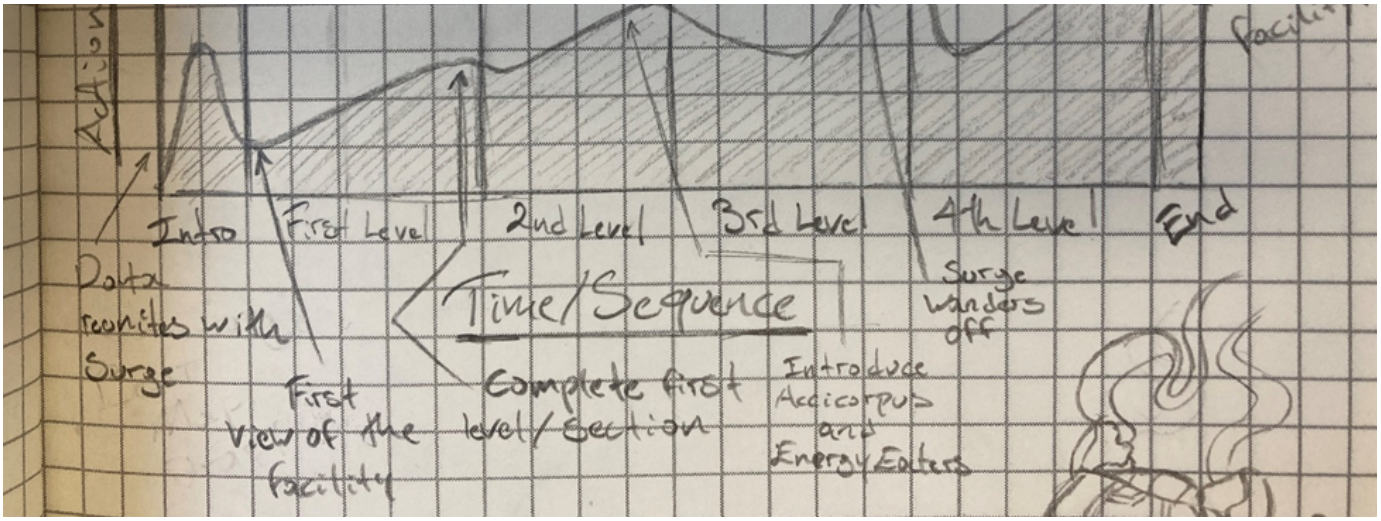
Aesthetic

The Accicorpus inhabit a shell made of non-living material and can animate this body by extruding its soft fleshy body throughout. Their appearance can take a variety of forms, but the Accicorpus that work for Sefornal inhabit shells built for them by the corporation. They are made from metal alloys developed by the company and come in a small variety of shapes and sizes depending on the task set out for the specific unit. The aliens that served in this facility commonly served managerial or security-based rolls and thus are equipped with means of detaining and pacifying all test subjects.

Accicorpus within Sefornal are rarely given special shells for very important tasks. The Warden is one such shell designed to encompass the facility with its outstretching titanic body. This terrifying husk can detain the most dangerous experiments in the facility. However, during the raid, this menacing giant was defeated and lies dormant at the exit to the facility after being mauled and battered by many monstrous experiments.

3.0 Story Beat Map





4.0 Timeline of Events/Iconic Scenes

The following is a timeline and list of heavy narrative scenes or events with descriptions of what happens in those moments.

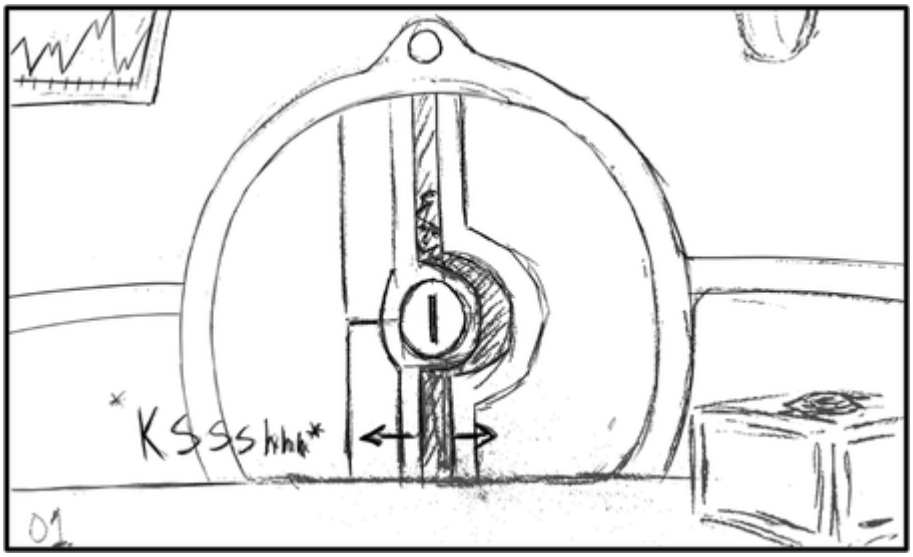
Numerical Order – Scene #'s	Name of Event	Description of Event
1 – (01-10)	Data finds Surge	This is the introduction to the game. Data finally makes it to Surge's holding cell and sees him through the glass. Both characters
2 – (11-20)	Data frees Surge	Data completes her introductory puzzle and rushes into collect her brother from the battery. The two get their first contact with each other. Briefly press their foreheads against the glass part of the battery as the power to the facility shuts down. Data places the battery carrying Surge on her back and moves on to this introductory puzzle.
3 – (21-30)	Players first look at the facility	The player exits the tutorial area around Surge's holding cell. The player gets a dramatic look at the dilapidated facility now casted in darkness.
4 – (31-40)	Siblings overcome their first challenge	After completing the first floor of the facility, the two take a moment to briefly celebrate with each other. Data teaches Surge the motion of a high five and they both high five between the glass case of the battery. Data then picks the battery back up and moves on to the next challenge.
5 – (41-50)	Introducing the Accicorpus	As the player moves onto the next floor, they'll find one the remaining Accicorpus sentinels watching over the path ahead. The player will safely learn about the sentinels and their mechanics before being able to move.
6 – (51-60)	Introducing the Energy Eaters	The player keeps moving forward past the first sentinel and can see some energy eaters consuming live wires in the distance before quickly skittering off. This is meant to show the players that these creatures eat electricity, and thus will attack Surge.
7 – (61-70)	Accicorpus kill Energy Eaters	The player will find another sentinel watching over the path ahead. An Energy Eater will attempt to eat some live wire that passes underneath the sentinels watch and will be

		killed by the sentinel. This shows the player that the sentinels can kill the Energy Eaters and could potentially attack Surge.
8 – (71-80)	Surge is separated from Data	While the siblings are close to finished exploring the third floor, Surge becomes curious of something he sees connected to the wires he is on and travels to investigate. After tampering with some faulty machinery, the wires that travel back to Data are destroyed and the way between them is blocked. Surge shows an expression of shock and worry, and Data will beat against the obstruction in a panic. Both characters continue on their own for a brief period as they reach the fourth floor.
9 – (81-90)	The siblings are reunited	After being separated, the two siblings are reunited back on the fourth floor of the facility. Surge rushes back to Data and she gives the battery he is in a loving embrace. Data sheds tears of joy and breathes a sigh of relief as Surge makes motions towards her to show that he'll never wander off on his own again.
10 – (91-100)	Escaping the facility, The End	The siblings make their way to the exit of the facility and make their way into the open hangar. They walk out and are briefly blinded by the bright sun over the gentle lapsing waves off the coast of St'Johns. Data places the battery on the ground beside her as she sits down beside Surge. Now more humanoid, as influenced by his time with his sister, Surge stands beside her sister as they place their hands against each other through the glass. The two leave the facility and move on to what awaits them in their future.

4.1 Storyboards

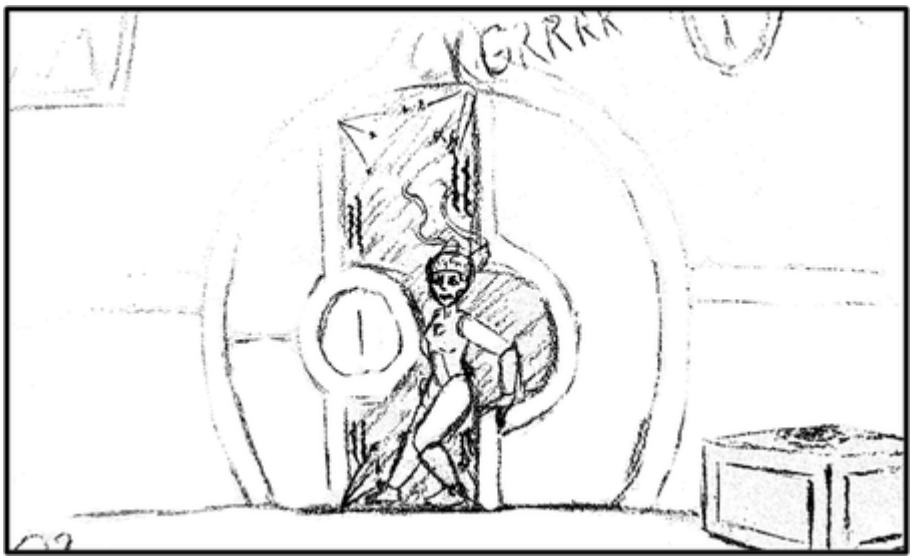
Storyboards for different scenes throughout the game can be found here, listed in the order they are intended to be viewed in during gameplay. A single scene can have a maximum of 10 key frames to help manage scope and workload. Scenes are number by their order (the first digit), and the frame number (second digit).

Scene 01: Data finds Surge



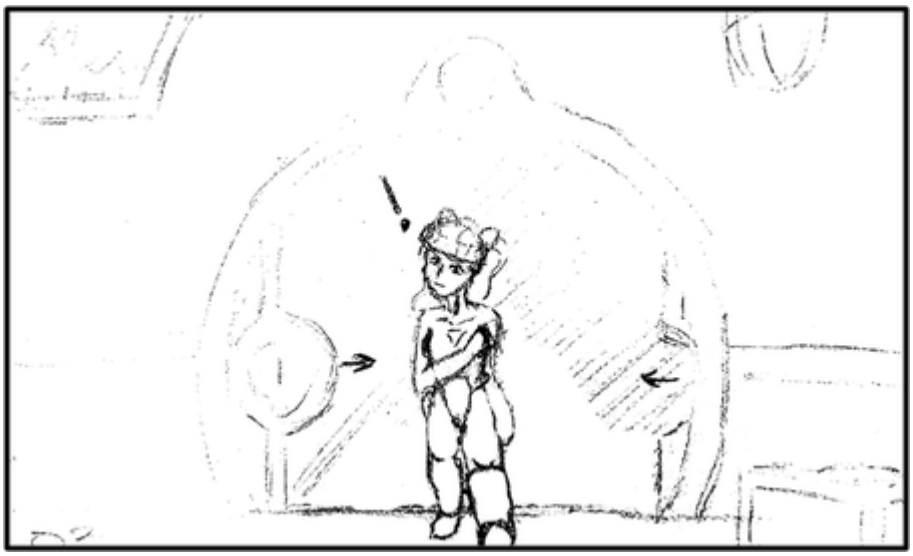
#01, Scene starts

- Door slowly slides open with the quiet sound of decompressing pistons
- Data becomes visible between the doors



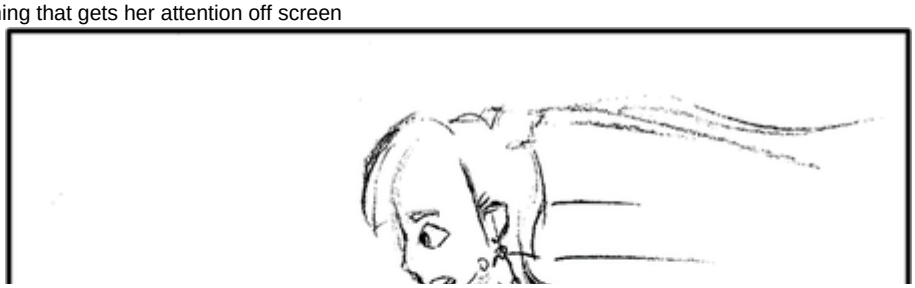
#02

- Door jams and Data moves to force it open. Door grinds against its inner mechanisms
- Door opens and Data enters



#03

- Data enters the room
- Door closes behind her with the same quiet hiss from the pistons
- Data sees something that gets her attention off screen

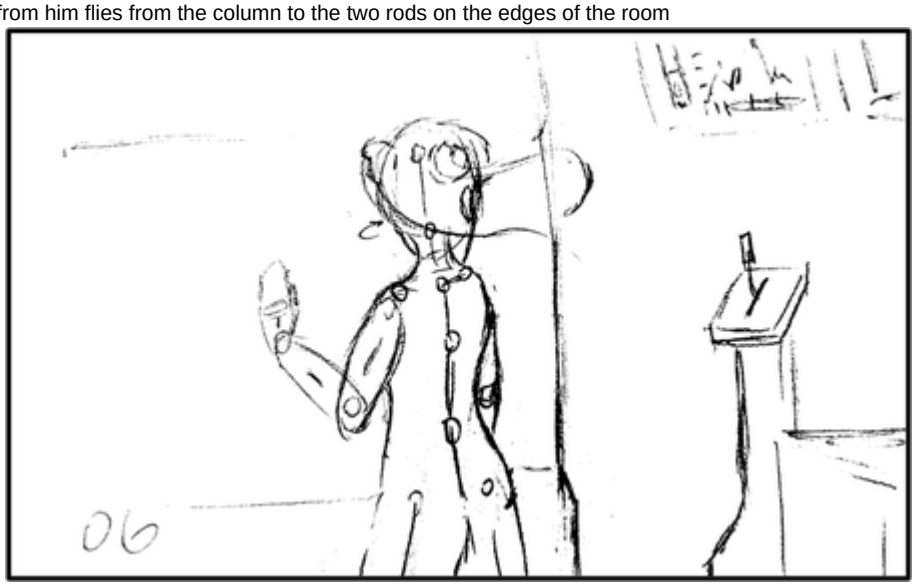


#04

- Data runs to the glass that sees into Surge's room
- She pauses for a moment to take in what she sees

#05

- Hanging shot reveals Surge in hibernation
- Energy siphoned from him flies from the column to the two rods on the edges of the room

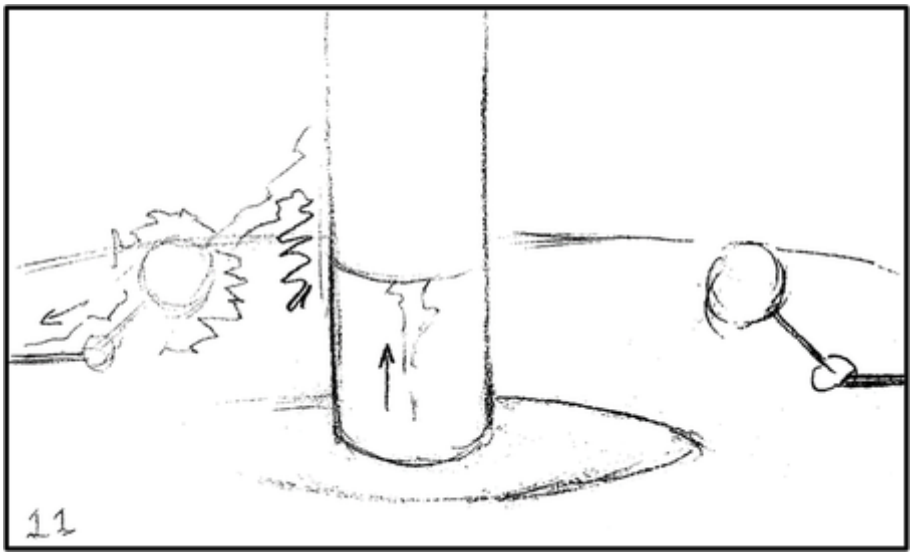


#06, Scene ends

- After analysing Surge's room, Data turns to the rest of the room

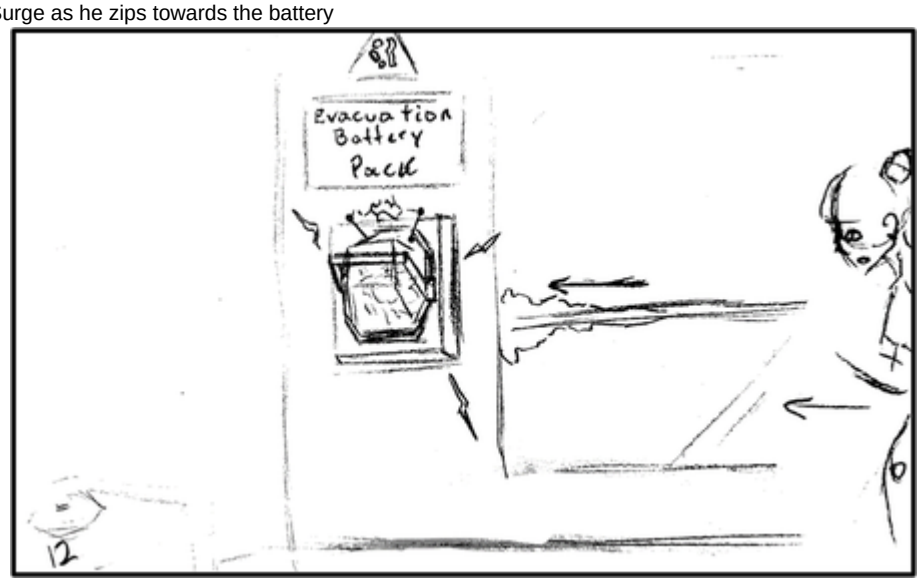
- Camera zooms out to over her shoulder to match the player's camera
- Tutorial begins

Scene 11: Data collects Surge



#11, Scene starts

- Data successfully transfers Surge to the battery pack. A big bolt of electricity jumps to one of the rods and travels along a wire wrapped around the wall
- Camera follows Surge as he zips towards the battery



#12

- Camera zooms out to reveal the battery pack as Surge reaches it
- Hear and then see Data approach from off screen

#13

· Data approaches the battery and unlocks it from the terminal as Surge wakes up. The unlocking mechanism audibly clicks and decompresses

· Surge looks at Data with wonder and surprise

· Data manages a polite smile through her concentration

· The power to the facility goes out, casting everything in darkness. Data's pigtails and Surge glow in the dark to show movement

· A loud CRASH is heard from afar in the dark

#14, Scene ends

· Red emergency lights flick on to illuminate Data now wearing the battery on her back

· Data looks around to find a way out

· Surge manifests an arrow to guide her to where he can help

· Camera rotates over Data's shoulder, looking at the beginning of Surge's puzzle

Scene 21: First look at the facility

#21, Scene starts, Scene ends

· After exiting Surge's holding cell, the camera pans up to look up at the grand climb ahead

· Data looks towards the first petal she used to get down and acts aggravated that it was destroyed when the power went out

· Camera looks at a doorway on the next floor to show where to go next

· Camera then pans down to look at the fallen Sefornal logo that broke the petal, and the puzzle surrounding it to eventually allow Data to climb it· Camera rotates over Data's shoulder, looking at the beginning of Surge's puzzle

Management

Team Chart Template

Sound

Marketing

Licensing

Showcase Events

Event	Application Deadline	Application Necessities	Location	Date of Event	Price
XP Game Developer Summit 2023	March 10,2023			April 20-21, 2023	$350(lowest)
Level Up Student Games Showcase	April 3rd - Opens March 18	https://levelupshowcase.com/2016/03/15/submission-deadline/ • < 2GB .MP4 @60fps and 1080p UNDER 30 Seconds • Itch.io Page • **We need to bring our own computer equipment**	234 Bay St., Toronto, ON M5K 1B2	April 19, 2023	

Pitching

Elevator Pitch

- Electricity and physicality as themes
- Controlling a sibling pair simultaneously
- Bridging gaps in facets like narrative, art, gameplay
- Progressing environmentally by ascending a column to escape

Technical Achievement

1. Moving through Data and the circuits
2. Gravity shift
3. Stretchy Arms
4. Camera!
    a. Directional signifiers for surge movement
    b. Swapping smoothly between characters
5. Simultaneous Control

Artistic Achievement

1. Central Column menu
2. Forest on top
3. Character Art
4. First set of lit levels

Best Game Overall

1. Simultaneous control
2. Good UX
3. Puzzles feel good to solve
4. Ascending the column feels great
5. Narrative!
    a. Feeling the struggle between the characters even without hundreds of dialogue lines

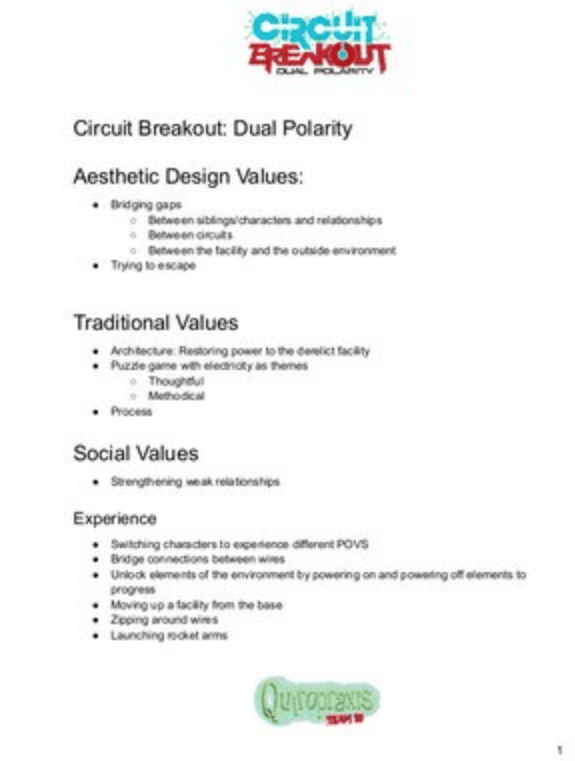
LevelUp/XPGame Summit

Date: April 20-21,2023

We will need to submit a build well before

Player Experience

circuitBreakout_...st_09_values.pdf



Circuit Breakout: Dual Polarity

Aesthetic Design Values:

- Bridging gaps
  - Between siblings/characters and relationships
  - Between circuits
  - Between the facility and the outside environment
- Trying to escape

Traditional Values

- Architecture: Restoring power to the derelict facility
- Puzzle game with electricity as themes
  - Thoughtful
  - Methodical
- Process

Social Values

- Strengthening weak relationships

Experience

- Switching characters to experience different POVS
- Bridge connections between wires
- Unlock elements of the environment by powering on and powering off elements to progress
- Moving up a facility from the base
- Zipping around wires
- Launching rocket arms

1

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- Process

Social Values

- Strengthening weak relationships

Experience

What does the player do when playing? As game designer and educator Tracy Fullerton puts it, what does the player get to do? And how does this make the player feel physically and emotionally?

Solve electrical puzzles using two different characters at the same time. Players should feel smart, clever and curious.

Theme

What is the game about? How does it present this to players? What concepts, perspectives, or experiences might the player encounter during play? How are these delivered? Through story? Systems modeling? Metaphor?

Bridging gaps. The players should fill that they are working out to not just escape a facility but also create an emotional connection between the characters (and the player)

Point of view

What does the player see, hear, or feel? From what cultural reference point? How are the game and the information within it represented? Simple graphics? Stylized geometric shapes? Highly detailed models?

Players should feel desolated in a decay ambient by western concepts. The environment produces that information through its large and abandoned rooms. The atmosphere is gray and monotonous, aiming the players' view to important points of gameplay and narrative.

Challenge

What kind of challenges does the game present? Mental challenge? Physical challenge? Or is it more a question of a challenging perspective, subject or theme?

The game offers puzzles that challenge the players' ability to think from a dual-character perspective. Players need to understand the logical steps behind each puzzle and project how each character should be placed throw each step.

Decision-making

How and where do players make decisions? How are decisions presented?

The puzzles are constructed throw a logic-gate process. Players have the option to interact with multiple pieces of the puzzle to solve it. Players must decide each piece they want to interact with in a proper order to attempt to solve the puzzle.

Skill, strategy, chance, and uncertainty

What skills does the game ask of the player? Is the development of strategy important to a fulfilling play experience? Does chance factor into the game? From what sources does uncertainty develop?

Players must have the ability to visualize logical steps and predict interaction results.

Players must also be able to visualize the dual-character possibility that the game provides.

Players must have a basic knowledge of electric connections logic.

The game does not include any instances of chance or uncertainty such that the puzzles are presented to every player in the same way.

Context

Who is the player? Where are they encountering the game? How did they find out about it? When are they playing it? Why are they playing it?

The player is someone who enjoys indie games and games in the puzzle genre. They encounter and find the game when they are scrolling through itch. They are playing the game because they are interested in the dual-character electricity-themed puzzles presented in a 3D, adventure game context.

Players control two prisoner characters created as experiments in a facility who were left behind after the facility closed.

Players play to help the two characters escape the facility and recreate the emotional bond between them.

Emotions

What emotions might the game create in players?

Players must feel clever after solving each puzzle.

Players must have an “a-ha” moment every time they figure out a solution for a puzzle.

Players must feel curious while they explore the facility, like a kid exploring an abandoned building.

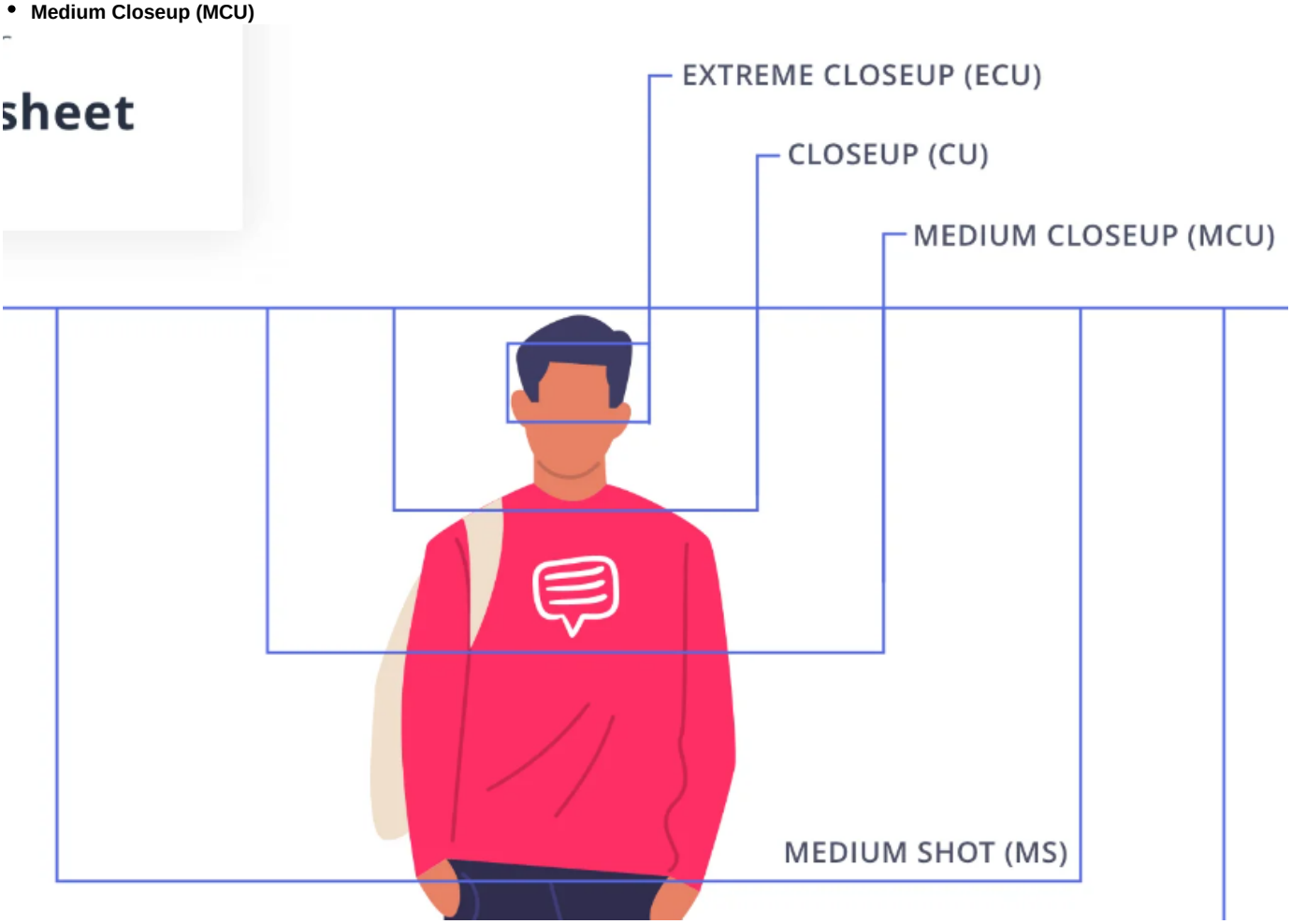
Players must feel attached to the characters while they create a bond with each other.

Shot Sequence (90s total)

Camera frame guideline

Keep it between:

- **Medium Shot (MS)**
- **Medium Closeup (MCU)**



Examples:

Time	Type	Item to show	Voice Over	Person	Notes
[0:00] - [0:20]	Intro and Cinematic Shot	Game and team logo and brief fly-through of the game's beginning			Basis of our hook.
[0:20] - [0:30]	Gameplay	Players controlling Data and Surge. Warden talking to Data and Surge. In this instance the dialogue from the game should be silent.	When we began production, we knew we wanted to create a unique puzzle game that brings people together. Developing a two-character game seemed like a perfect way to achieve this.	@ Joshua Pritchett	Text overlay of the person speaking
[0:30] - [0:40]	Gameplay	Gameplay footage of Data and Surge working together	Circuit Breakout is about two siblings, Data and Surge, working together to escape a derelict facility. The players control both characters simultaneously, bridging gaps in the environment and their relationship.	@ Tiago Massochir	Text overlay of the person speaking
[0:40] - [0:50]	Gameplay	Footage of Data's stretchy arms and Surge's electricity manipulation	We created a visually engaging world that supported the theme of escape and bridging gaps by transitioning from cold, industrial environments to warmer, more organic spaces, reflecting the characters' emotional journey.	@ Wilson Chan	Text overlay of the person speaking
[0:50] - [1:00]	Gameplay	Easy-to-understand character controls and mechanics	Learning curve was a key consideration for us. We wanted players of all types and backgrounds to simply pick up the game and have a good time. We designed the puzzle levels and mechanics with this mindset.	@ Farryl Chang	Text overlay of the person speaking
[1:00] - [1:10]	Gameplay	Electrical puzzles with Data and Surge working together	To emphasize our design philosophy, we introduced a series	@ Hubery Chu	Text overlay of the person speaking

			of puzzles, encouraging players to think creatively about how Data and Surge can work together to overcome obstacles.		
[1:10] - [1:20]	Behind the Scenes	Footage of the editor overlaying content relevant to the voice over.	Over the past year, our team has worked hard to make Circuit Breakout the best game it can be. Development has been a blast, and we've loved watching players enjoy what we've been working on.	@ Kevin Jacob Stanly	Text overlay of the person speaking
[1:20] - [1:30]	Outro	Game logo, credits and thanks			

Things to bring to the event

- Own hardware
  - Laptop with the build
  - Controllers
    - Xbox
  - Headphones
  - Backup hardware
  - @ Wilson Chan Mouse + Keyboard
- Game poster
- Game info poster
  - Genre, experience, playtime
- Game's Info card
  - With a QR code to our itch.io page
  - With names, roles, and portfolio links of each team member
- Individual personal business card
- Game trailer
- Game demo
- http://Itch.io page update
- Edible treats to hand out
- Little gifts
  - keychain
  - stickers

Playtesting

Link to the beta playtest pre-test survey

Link to the beta playtest post-test survey

In-Studio Playtest Surveys

Below are the links to the surveys members of the team are expected to fill out after testing a level themselves. Within the surveys, they are to give feedback directed towards the designer of the level so they can improve it before the team moves onto live playtesting with the desired audience.

The surveys are listed in the order the levels are encountered in the game as of March 19th, 2023.

Links to the surveys that are meant to be filled out:

Puzzle 1

Puzzle 2

Puzzle 3

Puzzle 4

Puzzle 5

Puzzle 6

Puzzle 7

Puzzle 8

Puzzle 9

Puzzle 10

Puzzle 11

Puzzle 12

Puzzle 13

Puzzle 14

Puzzle 15

Puzzle 16

Links to the responses from the surveys for the designers to view feedback:

Puzzle 1

Puzzle 2

Puzzle 3

Puzzle 4

Puzzle 5

Puzzle 6

Puzzle 7

Puzzle 8

Puzzle 9

Puzzle 10

Puzzle 11

Puzzle 12

Puzzle 13

Puzzle 14

Puzzle 15

Puzzle 16

Playtest Report

Link to the shared document:

Circuit Breakout Playtest Report Template.docx