Report from the 4th team project meeting
Team number 20 - Patronus

Meeting number:	4	Attendees:	Bc. Daniela Hajdu
Team leader:	Ing. Eduard Kuric		Bc. Lukáš Marták
Date:	October 13, 2015		Bc. Aleš Mäsiar
Time:	15:30		Bc. Lukáš Miškovský
Room:	STU FIIT FabLab		Bc. Zora Moravčíková
Agenda:	System architecture and story of the game		Bc. Filip Šandor
Report written by:	Bc. Daniela Hajdu		

Evaluation of assigned tasks

Analysis of the game Stanley Parable – several tem members played the game, however Filip was primarily the one to analyse it. The game was interesting mainly because of its narrator; it also contained 19 different endings. The narrator was giving advices to Stanley, however at the same time he was telling a story (talking in past tense like: Stanley went this way.). It is on a player whether or not he is going to follow narrators' advice. There are also sudden changes of location (from usual office to space) or graphics (narrator announces that the textures are not done in this area and it suddenly looks like Minecraft). Maybe it would be interesting to make our avatars also talk like they are narrating a story that took place in the past.

System architecture – Lukáš Marták created the component diagram. Usually we would start with use cases and not architecture; however we cannot do them without the scenario for our game. We talked about different components and parts of the architecture:

- Unity engine – presentation layer, contains objects and their characteristics, serves for rendering and creates the interface for C#.
- game engine – contains scripts and log manager, so it saves data, it also contains the knowledge base (information about where the player is in the game)
- dialog manager – connected to the production system. Here we were talking about an option to make some sort of help system for the player. For example if player hovers over some object with a mouse the name of that object pops-up. This way the player can address each object with its proper name. This would give us a set of key words which we can use to better identify what the player is talking about. Since the voice-recognition software does not work 100% effectively we need to make sure that even if we do not get players complete sentence we can still choose an appropriate answer.

This can be partially solved by a set of default answers; these default answers would vary depending on how many of key words would player use in his sentence.

- we miss know-how when it comes to making video games, we need a good model
- if we make the game available to wide public in the future we will have to disconnect it from the SAV voice-recognition software. Voice input would be too much to handle so player would either have to type his sentences or choose from prewritten dialog options.

Zorka made a little web game in Unity – result of this experiment was the knowledge that we can make a web game in Unity just using C# since Unity transfers it to java script by itself. Game will be working on all platforms.

Name of sprints were chosen by Zorka – they will be named after spells from Harry Potter books.

Game limitations concerning avatars and requirements were written by Daniela.

Items discussed

We summarized what we came up with for a game story – we have two variants:
1. Story containing the aliens (as avatars) and some alien entity that crashes to Earth
2. Some worker from outside (not employee working in a building the story take place) comes to fix or install something (maybe electrician) and he causes some sort of accident which causes everyone else to disappear

Debate about the second concept:

- we should forget that there might be two avatars, and just operate with one for now, it can be easily fixed later
- it is questionable whether we should expand the story a bit – because we do not know if the player is going to be amused by playing just with one goal in his mind (to get out of the building)
- maybe it would be interesting to switch the character and goal player is playing towards a few times through the story. For example a pizza guy could walk in. If there were some points the player should collect they could be represented differently for all the characters. These different characters could meet in the end of the story in some sort of a great finale.
- we still did not pick a particular type of building in which the story is going to take place, it could be a research facility or some offices
- characters could be generic enough that player would be able to change and modify them to his liking, this will create a personalized experience
- we need t come up with a list of different characters that player will be presented with so he can choose

- player will be able to choose a set of characteristics for his character which will influence the quests he will be given (for example pizza guy would be searching for the person he is supposed to deliver the pizza to) and maybe various environments
- player cannot return to the room he already completed and left so he will not be given the opportunity to explore outcomes of other possible choices
- we have to come up with a way characters will switch during the game, why are they switching, who exactly are they going to be, and whether or not will they meet at some point in the game (they could maybe catch a glimpse of each other in a room that has monitors connected to all the security cameras)
- we are allowed to download objects and textures, however we have to be careful and make sure that the design of our game looks consistent so we need to find an appropriate source for all the objects, ideally they should all be created by one author
- we do not have mini-games completely thought out, but they could present a way to get from one room to another (for the character of electrician it can be inspired by a game called Hook), or they could serve to convey some details about the story, or maybe a player could obtain through them some special items or powers
- we have to come up with a reason why are all those different people stuck in this one building and some big reveal for the ending
- idea: game could also psychologically test the player himself based on his ability, or rather willingness, to fulfil the tasks of characters he played as
- maybe we could incorporate a health bar or achievements into mini-games

New tasks

Common tasks:

- make up a story, create a document for brainstorming
- write a scenario at least for one of the characters (one level), create dialogues for both avatars (conversation has to make sense even if both avatars do not answer each of the players questions), scenario must be specific for each location, contain a description of scenes. Even though the task is for everyone Filip is the one to direct the process of its completion.

Assigned tasks:

- Daniela Hajdu and Lukáš Marták – analyse production systems and options they provide for dialogues, we have to find out if there is some open source we could use

Unassigned tasks:

- find information about the application form for TP Cup and write a draft