Report from the 1st team project meeting
Team number 20 - Patronus

		Attendees:	Bc. Daniela Hajdu
Meeting number:	1		
Team leader:	Ing. Eduard Kuric		Bc. Lukáš Marták
Date:	September 22, 2015		Bc. Aleš Mäsiar
Time:	13:00		Bc. Lukáš Miškovský
Room:	STU FIIT 3.28		Bc. Zora Moravčíková
Agenda:	text		Bc. Filip Šandor
Report written by:	Bc. Filip Šandor	**Guests:** doc. Mgr. Štefan Beňuš, PhD.	

Items discussed

Štefan Beňuš, who attended out team meeting, better explained requirements and demands that are imposed on the project. He described the main purpose of the game (to collect data for the research, that deals with trust which people place in others, and whether or not is it influenced by tone of voice or way of speaking), and also how to achieve fulfillment of this purpose (implementation of two almost identical characters, avatars, that give advise to the player – only difference between them should be they tone of voice and intonation). Questions of team members caused a discussion afterwards:

- Suggestion: player should play the game only as a practise at first. Experiment should begin only after he is accustomed to the game and he has learned all the control mechanism. (Zora Moravčíková)
- Suggestion: game should be generic, the only elements that would be changing with each level are the environment (graphics) and set of available quests.
- Suggestion: change of the random element in the game. Instead of „throwing a cube" it would be a set of mini-games. Both of these semi-random elements serve to conceal the consequences of the avatar's advice. This way player can never be quite sure if is his success/failure caused by the advice he followed, luck or his skills. (Filip Šandor)
- An option to create also a multiplayer version of a game was mentioned, but we decided that it is too early to be planning for that. However it might be interesting in later stages of development. (Lukáš Marták)
- It is crucial to obtain long, coherent, compound sentences from the player.
- It would be best, if player could not lie to the avatars.
- We need to resolve why should player actually trust the avatars enough to actively listen to their advice.

- We decided, for multiple reasons (entertaining, practical for testing), that it will be best to divide the game into levels.
- Interesting alternative might be to swap the roles of the player with one of the avatars (this way, player would guide the avatar through the game). This option would provide us with an way to obtain more extensive sample of the player's voice, tone and intonation.
- We agreed on the official time for our next team meetings – 8:00 at Monday.

This discussion revealed that it is important to place emphasis on:

- player's decision of which avatar's advice he is going to obey should be based purely on their voices (intonation, tone, ...).
- player should not be able to distinguish, which advices are good and which ones bad.
- the game should interesting and entertaining enough to sidetrack player from the fact that he is participating in an experiment.

New tasks

- Come up with a name for our team
- Create team logo
- Create team poster
- Create our team webpage
- Come up with a plot for the game and figure out the details