**Gaming meeting – RBINS – 04/05/18**

Laurence Cammaert (LC), Patrick Semal (PS), Bart Jansen (BJ), Tara Chapman (TC)

***Game***

The serious game ‘spaceship’ will be used as the base for the new serious game and will also be adapted for use on the project website. There will be different levels of difficulty for the game so it can be used as both a serious game and a game for the website.

The premise of the game is as follows:

Spyrou is running through the cave and collecting torches. Spyrou will be naked but as it is in torchlight you will not see any details only the back of Spyrou (could be a possibility when turning that you see a flash of some details but not too much. The light will dim so he needs to make sure that he collects enough that the light doesn’t go out completely (where the game will end). There will be stalagmites and stalagtites in the cave, if Spyrou touches these the torch will also dim (again the torch must not go out completely). At the end Spyrou will arrive in an opening of the cave \_ (the idea is that this will be based on the Cave Bruniquel – a famous cave with an arrangement of stalagmites supposedly arranged by Neandertals). There will be animation of a cave bear. The final shot will be Spyrou wearing a bear skin.

There will be things to either collect or observe in the cave. This can be for example, Art on the wall which is attributed to Neandertals, objects which are attributed to Neandertals… The game should be as realistic as possible and can include using photogrammetry of caves, i.e. the Spy cave and possible the Bruniqel cave. The entrance of the cave should be the entrance to the Spy cave. There could be three different routes to take in the cave.

The objects and items collected in the cave will be related to the website. The initial idea is that this will not be shown throughout the game but rather there will be a note before the game asking you to collect objects and observe things and a note afterwards that will tell you where to find out more information on these items and things in the website. More information can be provided as you work through the different routes. Different entrances could show different aspects of Neandertals.

BJ discussed that running a game on a website has implications for memory. All agreed that the game could only run on the latest browser (this will mean the game will be better as more memory can be used). A pop up message will appear informing people that they need the latest browser to run the game. This could be something like ‘you are too old’!

***Avatar***

The avatar will either be Spyrou – the model done by the Kennis brothers and based on the reconstruction of the Spy skeleton or will be a new avatar based loosely on the portrait of a Neandertal done by Claude Desmedt for the RBINS gallery of human evolution. If Neandertal is based on the model started by Claude then it should be an avatar which is younger looking.

**Action points**

LC to contact Angelika to find out about use of Spyrou

LC to contact Aurore about the digitisation of the Spy cave and Spyrou if permission is granted.

LC to contact the person in charge of the cave Bruniquel to see if they digitised the cave.

BJ to start to work on ensuring that an avatar (this can be a human avatar) doesn’t walk through walls.