**Gaming meeting – RBINS – 08/04/2019**

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

BJ had found a game to be used as a base and presented how it would work for this game and also demonstrated how this would work with torchlight. All agreed that the corridors in the game presented by BJ were similar enough to the Spy cave. We discussed the basic premise of the game from the last meeting and all agreed that this premise was fine and then had various discussions on how things would work in practice within the game. We agreed that the game would be used both as a serious game and on the computer using a keyboard.

BJ highlighted that if the game was to be long (JB suggested 5 minutes) then we needed to have more corridors of the game, more animals and more things to do. We discussed that Spyrou could climb in the game and also fall down holes and that there should be more animals in the game. The map could change but this is not necessary if too complicated. We also discussed the appearance of the Neandertal character in the game. The character would have Red hair and white skin (possibly with sunburn (similar to RBINS model) but this is not totally relevant – certainly not if too difficult - so there is a link to RBINS but should younger looking. At the end the Neandertal will be clothed in a bearskin cape (with something the hands of bear as the buckle of the cape) and possibly a bearskin hat (looking like the head of a bear).

There will be two options (clothed and possibly with a pair of bearskin pants (knickers). The game will start in the Spy cave and then progress through the corridors and then will end in a fictive cavern designed by BJ. We cannot really use the cave Bruniquel or recreate it due to copyright but it could be similar to this as in – it is a big cavern (!) but looking more like the Spy cave. This detail is not so important – it certainly shouldn’t look like the cave Bruniquel anymore though but could have stalagnites /stalagtites.

The updated premise is below.

**The basic premise of the game is as follows:**

At the beginning of the game – a map will flash up and show the correct route. People have to see which way to go and make sure they go the correct way (*This is from who Serge Van Sint Jan who stated that serious games also had a cognitive element (known as double tasking as neurological problems also important ) (i.e show a map of where to go, the map disappears and then people have to remember the correct way to go).* If they go the wrong way – there are several scenarios – the character will die if confronted with a group of angry hyenas or bump into a cave lion. This will end the game. Alternatively they could fall down a hole, startle a flock of bats or get scared by a snowy owl (all have a reduction in torches)

The game will start with Spyrou entering the Spy cave (which has been digitised). Spyrou will then run through the cave and collect lit torches. Spyrou will be naked but as it is in torchlight you will not see any details only the back of Spyrou. There should also be a possibility of him with some pants on so we can decide or choose. 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). Spyrou will need to collect five objects along the way – sticks to make a fire, a handaxe, a scraper and a spear and stones (flint and pyrite). When Spyrou collects one of these objects – it could light up on the screen. At the end Spyrou will arrive in an opening of the cave \_ (TBD by BJ). There will be animation of a cave bear. If Spyrou collected the five objects (stones, sticks to make a fire, a handaxe, a scraper and a spear) - the final shot will be Spyrou wearing a bear skin as a cape with a bear head as a hat.

 If Spyrou didn’t collect the five objects – then he will be eaten by the bear and will have to start again.

After the final animation – there will be a screen with links to the website based on the game. I.e. click on the handaxe and it will take you to the section of the website discussing the tools Neandertals used, the same for the fire, hyenas, bears, spears and scrapers. This gives an educational element to the game. The scraper was used to make the bear skin, the handaxe and spear to kill the bear and the sticks for the fire to cook the bear.

The level of difficulty can be determined by how long you have before the torch runs out.

The game will 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’!

**Action points:**

* BJ to extend the map of the game that he currently has to include many more turns.
* BJ to find a bunch of sticks for use in the game and to also find a wooden spear (which should not have a metal point but should just be more like a pointed stick – see image below)

<https://www.history.com/news/neanderthal-spear-throwing-discovery>

* RBINS to digitise flint and pyrite and LC to send to BJ.
* BJ to organise someone to build Spyrou character based on the museum drawings in the gallery of Human Evolution (LC sent through 2D pictures of this character and TC to send through a low resolution body skeleton of the Neandertal to base the character on (with correct body size, limb proportions etc). However, the actual character should be a younger version than that depicted by RBINS. The character should be naked, with bearskin pants and also with a bearskin cape (possibly with bear hands for buckles and a bear head hat).
* LC to send through digitised handaxe and scraper to BJ.
* LC to provide links to the website for the different aspects of the game and to provide to BJ when game complete
* BJ to check suggested models by Laurence for lion, bat and snowy owl.

<https://www.cgtrader.com/3d-models/animals/mammal/lioness-animated>

<https://www.cgtrader.com/3d-models/animals/mammal/bat-rigged-and-animated>

<https://www.cgtrader.com/3d-models/animals/bird/snowy-owl>

Note this is the link to cave bear from earlier.

<https://free3d.com/3d-model/grizzly-bear-4284.html>

This is also possible link to Hyena <https://sketchfab.com/3d-models/hyena-951b7e7a8ce64b3497a77aa2d5cb2749>