Character 1(Project Manager):

"Alright team, let’s get started. We’ve had a lot of negative feedback since the recent update. Players are experiencing crashes after trying to load saved games. Let’s figure out what went wrong."

Character 2 (Lead Developer):

"Yeah, I’ve been looking into it. It seems like the new feature we added, the auto-save function, is conflicting with older save files. The problem is with the data structure; we changed it in the update, but didn’t account for compatibility with previous saves."

Character 3 (Testing Lead):

"I actually ran into that during testing, but it only happened with really old saves, so I thought it was an edge case. I guess players are using their older save files more than we expected. Could we put in a fallback for older saves?"

Character 4(UI/UX Designer):

"That makes sense. People are frustrated because they’ve invested a lot of time into the game. They don’t want to lose progress, so they’re sticking to old saves even if the game looks a bit outdated. Could we maybe introduce a warning screen before loading an old save?"

Character 1:

"That’s a good idea, Character 4. But first, Character 2, how feasible is it to patch the auto-save function to support the old structure? Or do we need a full rollback of the update?"

Character 2 :

"We could patch it, but it’s going to take some time . I’d estimate about a week to fix it without breaking anything else. We could also provide a temporary solution where old saves are loaded in a read-only mode, so players can still use them, but the auto-save feature won’t apply."

Character 3:

"That sounds like a solid plan. While character 2 team works on the compatibility patch, we can test the read-only mode to make sure it doesn’t cause any new issues. And maybe have character 4 : idea about the warning screen ready to go in the meantime, just to ease frustration."

Character 4:

"I’ll work on that. We could include a message that informs players their progress will be saved differently, and that they can keep playing but some features might not work until the patch is ready."

Character 1"Perfect. Let’s do that. Character 2, work on the patch and give us a timeline. Character 3, prioritize testing the read-only mode, and Character 4, handle the warning screen. We’ll push a hotfix for now and communicate clearly to players. I’ll draft an announcement explaining the situation. Let’s meet again tomorrow to review progress."