# Notes from project owner meeting 1: sprint week 2

### Topic to be discussed with the customer

* Present our concept, and ask him how he feels about it.
* Try to get some feedback on how the customer wants the gameplay to be, or if we can do whatever we want (as we have a good idea on this matter).
* Ask which main factors that should be included in this sprint prototype.
* Target Audience, what does the customer want from this game?
* Try to guide and help the customer to find reasonable solutions.

### Minutes from the meeting

Meeting was held at 15:47 26. Nov. 2012.

What the customer wants from the project group on Friday is essentially something that he can hold in his arms. He wants to see some kind of a product that represents our game concept and ideas.

What we can deliver on Friday is a simple, but functional prototype. This is to show the customer the basics he can expect from the product.

Also we want to do some concept art, so we can show the customer our vision of how the end product will be. As a prototype can be somewhat difficult to explain this topic.

He wanted to know if the game concept had developed any from the first sprint week. We explained a bit more detailed on how the game will be, and the customer seemed to be pleased.

Although he wants us to carve the game ideas more into stone. He wants more explanation on the game plot and mechanics within the game.

When we asked about what target audience he wants the product to be developed for, he said that he wanted the game to be for the younger and youth. However, our initial game concept isn’t suitable for kids under the age of 8. This was not a problem for the customer, and he told us not to be too much worried about making a childish game, but rather take some freedom and create something for youth. Ages 10-12 and up. From this we can see that we have a lot of freedom when making the game.

The only criteria he had was that the game should potentially be developed so it can be also used for iOS or android touch devices.

So what he wants for Friday is something he can walk around in, something playable. Some art and more ideas for the game concept.

# Notes from project owner meeting 2: sprint 2

### To be presented:

* Game concept
* Prototype
* Present simplified version of Game Design Document
* Visions
* Room for changes

### Minutes from the meeting:

He really liked the overall concept for the game, especially the indirect teaching mechanic of the game. He was fond of the horror theme of the game.

He was somewhat skeptical about the game lore and the objective of the player (ruin a Munch painting). He said that he should read through the game design document before making any decisions about the game lore and objectives.

He was impressed of our work during this sprint, and was impressed over the prototype.

When he mentioned his skeptical side of the game, we presented ourselves as we were very open for changes, and pointed out that the game design document is a living document and is fully open for changes.

He mentioned that he might want to see some more mechanics in the game. We mentioned battery life on the flashlight, changes on player objectives (Destroy the “Murderer” or just escape from him instead) and a mechanic that makes the enemy AI move faster if you use the flashlight.

He was very positive on these mechanics.