# Project owner meeting minutes (sprint 3):

Meeting at the start of the sprint (03.12.2012):

* Hvor langt vi har kommet?
* Kom opp med et alternativ til å ødelegge mynch bilde
* Men bygg på historien, trekk mere på bildene
* Lete etter clues i bildene
* Morderen et goverment ekspriment, Munch møtte han og deretter malet han.
* Oppdateringer i game design skal fremheves.
* Trekk symbolikk fra maleri -> konspirasjon.

### The product owners questions:

* How far has the development come according to the project.
* Could we find an alternative way to for the player to not get taken by the murderer? (original: destroy Munch picture).

### The product owners requirments for this sprint:

* Build more on the story behind the government setting
* Wanted the Munch paintings to be clues in the game
* (Optional lore update): The player controls Munch himself, and the first time he met the murderer was after the government test project (lore of the game). After Munch was done in the test project, he painted down the only thing he remembered from the test, and that was the murderer.
* Create a enemy AI that represents the Murderer.
* Bigger level with more functionality
* More interaction within the world
* More texturing on 3d models

### The product owners impression of the prototype and game concept:

* He liked the story synopsis
* Really liked the idea of the government being involved
* Creative and fun idea, giving freedom for the developers

Meeting at the end of the sprint (07.12.2012):