

Marble Maze

Mälardalens Högskola  
  
Academy of Innovation, Design and Technology  
  
Jonas Ahlin  
Matthew McCully  
Noury Issaki  
Oskar Larsson  
Fredrik Wiberg  
  
Examinator: Afshin Ameri

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We met with our examinator, Afshin Ameri, and discussed the project-idea and our plan for the next two weeks.

Afshin figured that it wouldn’t be unrealistic to expect a simple demo to show the movement of the game at our next meeting with him in two weeks.

After the meeting with Afshin the group decided to work on and finish the paper-prototypes by Wednesday 2016-11-30 so that we can copy everything. That way we will all be able to take one set of prototype each and bring it home to show friends and family.

The plan is that one Monday 2016-12-05, we will have some feedback from those that were show the prototypes and we’ll have something to go on to start coding.