

- Introductions, matt worked at espn as a camera man, Abeed is an engineer
- App recap, similar to live bets, play for points with a reward scheme. More similar to fantasy football than live bet, trivia game like.
- Community based game, group dynamics. Adds to experience.
- Group mode, form groups, compete against other groups.
- Want to understand gameplay exp, make it a compelling game.
- During college football time, iterate a couple times, after words work on it to make it better, get a foothold during this time.
- Need stable platform right now
- Data driven
- Count down clock for answers
- Different models for point distribution
- Extract data from games
- Already in development, currently struggling with latency problems, more hardware related
- Solo mode made, legend mode made
- Focus on latency currently
- Leaderboard made, user profile made, ad system made, prediction system made, reward system made
- Focusing on features
- Such as
- Wild card predictions aka ability for game master to make prediction on fly, not out of preset options
- They want an app that they can show to investors
- Priority list
- Power ups, based off of position. Should not take away from players who earn rewards
- Underbar, reward zone, champion. Worse areas of the leaderboard have less selections to make the game easier.
- Group mode only works between group, shows how individuals stack against each other, but rewards are calculated based on world leaderboard, not position in the group leaderboard
- Next 5 months looking at optimization, ideas for powerups, mechanisms for engagement and fun
- Main goal is smoother gameplay and optimization, better user experience