# Client Meeting 2 (Game review) notes

This meeting with the client involved showing the game at a nearly final stage of development and getting some feedback for changes they would like to see. This meeting took place on Microsoft teams on 13/04/2021.

Team members present:

Harrison, Rhys, Stefan, Luke

**Bugs noticed during playtest:**

* Potentially an issue with the colour code question having the wrong sequence for other players
* Switching player while rotating the box will stop its rotation
* Maze player disappears in some positions

**During meeting play tested the game with 2 instances,**

**feedback from the client after the playtest::**

* Overall positive opinion on the game
* Likes the spinning box feature
* Puzzle content is good however maybe it should have more puzzles
* Will send feedback later this week after playing with colleagues
* Would like to see a synopsis during the game such as "you need to escape the island, solve the box puzzles" etc
* Likes the art assets/style of the game