## 15/03/21

Discussed progress and game functionality with supervisor.

Suggestions to explore:

* Prioritization before the sprint starts.
* Who does the player represent, a CTO making decisions or possibly multiple characters (PO, Scrum Master, Client, etc.)? The player may have more agency if they can take on multiple roles.
* Simulate accommodating change via client input. The player could weigh up choices between customer requests and budget or other demands.
* Identify further attributes, such as number of bugs in the backlog.

Next steps:

* Before further programming work, document several scenarios of how gameplay might progress to understand if they make sense.
* Document the attributes that these scenarios would use or change.