### 13/04/2021

Discussed progress over Easter, specifically around adding more variables, the generation of bugs and customer satisfaction. Discussed the value of representing a sometimes fickle customer, and the importance of meeting the customer to the player, specifically that it will be their responsibility to meet the customer and that there will be clear consequences in terms of customer satisfaction if they don’t.

Next steps:

* Add meet the customer step, where customer needs can be learned.
* Add backlog prioritization step.