

# Pocket Planner Client Meeting

27 NOVEMBER 2025 / 02:00 PM / On Microsoft Teams

## Attendees

Tim Caird(Client),

Jordan Combs(Minute Taker), Jacob Woodhouse, Dimitar Kostadinov

## Key Discussion Points

### Rule Clarification

1. The meeting began with a review of the rules before moving to specific questions.
2. Schools score two points per building in the adjacent residential zone. One school can serve only one residential zone, the school should default to the highest scoring zone.
3. Two or more buildings of the same type that are touching each other count as one big zone even if the shapes are not unique.

### Wireframe Feedback

4. The three wireframe UI design sets made by Robert, Dimitar and Jacob were reviewed.
5. The design presented by Dimitar was praised for its readability and clarity. Feedback included adding a singleplayer option, a scoring reference guide, and smaller buttons.

## Decisions

- The scores will only be calculated at the end of the game. Keeping the total score unknown adds to the fun of the reveal.
- Learning players should have the ability to quickly check the **scoring reference guide** (ideally one tap away) mid-game.
- The primary development focus will be on the main game loop/logic (dice, placement, scoring). Assets can be provided as placeholders to be replaced by the final images .

## Action Items

1. Send all three wireframe sets to the client for a detailed review of design elements.
2. Determine preference between high-resolution PNG or SVG format for the final assets.
3. Focus development efforts on getting the single-player game loop working first.

## Next Meeting

Date: Thursday, 11th December, 2025 Time: 1:00PM GMT

Agenda: Update on further designs and development progress