Pocket Planner Client Meeting

12 NOVEMBER 2025 / 10:00 AM / SMB 1ST FLOOR LOBBY

Attendees

Tim Caird(Client),

Jordan Combs(Minute Taker), Robert-Ionut Nedelcu, Jacob Woodhouse, Dimitar Kostadinov

Key Discussion Points

Game Demonstration

1. Meeting opened with greetings and refresher for the "Pocket Planner" city-builder game.
2. Detailed walkthrough of the game's mechanics, including dice-based building, legal placement, zone types (residential, industrial, commercial, parks, schools), wildcards, and scoring.
3. Clarifications around legal moves, use of rotation/mirroring for piece placement, and the impact of river and star mechanics.

Implementation Discussion

4. Discussion of UI ideas for a digital version: color coding, shape rotation, menu/navigation flow, and methods for feedback.
5. Need identified for clear rules documentation, playtesting of digital adaptations, and placeholder assets.

Decisions

- **Rules document** (with images/examples) will be shared with all participants.
- Rotate piece placement will be supported in the MVP; mirroring may come later.
- App UI will implement color-coding for zones (green/blue/yellow for parks/schools/industry).

Action Items

1. Create user stories from newly gathered requirements and add them to product backlog
2. Design the low fidelity prototype using wireframes for the main UI screens

Next Meeting

Date: Wednesday, 26th November, 2025   Time: 10:00AM GMT
Agenda: Approve and gather feedback from wireframes