**Meeting Notes**

**Concept Presentation Meeting**

**13 November**

What has to be mentioned during the meeting:

* The presentation
* The documents
* Ask for the MOOC content once again so the game can be based on the basics. Ask why the first part of the lectures were not provided
* All good for the first slides (aim, target, basics).
* What is the objective of each of the games (mission of the game)
* The choice is being made on the left part leading to how people are staying interested in the game.
* It might be interesting to have more options in any of the two games with installation and else.
* Carlos is thinking about a more dynamic simulation for the simulation game
* Going for the tower defense game
* Need real time for strategies
* Looking at some passive real time strategies where turbines can pump out flooded tiles and then they run out of maintenance and die and the land is flooded again.
* Integration is of importance in this game.
* Tower defense chosen.