# Wind Turbine MOOC game, 04-12-15 meeting minutes

In this meeting we discussed the first game playable.

* Costs are not yet implemented
* Impressed (Carlos)
* Good backbone
* The game currently contains much more animation than was imagined.
* What is hard to make in the game? (explanation provided)
* Downsides of unity? Will be discontinued in 2016 - will be harder to run. But webGL will be used after that.
* Content of the game:
  + When you select a piece of land, do you get an information? It doesn’t work? Will need a visual background to acknowledge the heights of the terrain.
  + Is the idea to move around the pumps.
  + How does the game scale with respect to phone or others? Could the game be a 30 by 30 tile game? Would that be hard?
* Sandbox idea was to be out of the game. Maybe use it transparent or make it disappear?
* Danika: Very impressive start - lets see what happens further and how the sandbox develops.
* What is currently is missing in the game?
* The turbine needs some information still, and that will be the tricky part.
* Clicking the turbine might not work to get information, maybe instead click and have some bubble that appears on top of the wind turbine.
* The visualisation of the wind turbine is important so you can see directly the power that is on the wind turbine so the player has an idea of what is happening exactly.
* Maybe make the game less reading and more visualisation. This could be within the lore of the game.
* Consider maybe looking at 2.5D that would look better. This is not a priority.
* Proposal on development: care much less about graphics or pretty things and much more ideas in terms of learning experience, assessment process,
* We do not have to show all the possibilities of the pump.
* Focus on the sandbox.
* Next meeting -> next week.