# Wind Turbine MOOC game, 11-12-15 meeting minutes

In this meeting we discussed the second game playable with the beta in mind for the upcoming week:

* Power of the turbine visualization seems to be all right and for the moment acceptable.
* Wind and terrain could interact at a later stage. This would however be very complicated.
* Any work on the 2.5D? Yes, there is some progress but will only show once it has been finished and polished.
* Besides the height, randomized the wind speed over the terrain.
* Creation of the wind turbine will be the interesting part. The current customization options considered are the drive train and the blade length.
* There are different types of generators - direct and indirect. Direct is efficient and doesn’t break and is expensive. The indirect is cheap but breaks often. This could be used for the maintenance aspect of the game.
* Efficiency of the turbine is too complicated. Maybe not to be introduced yet. Look at how to introduce the equations mentioned last week within the email.
* Make a small tutorial - about how it works.
* Lines are all the same thickness; this is not very intuitive from an engineer perspective where all electric lines are of the same size.
* Fix the zooming where the player should start at the highest level and then be able to zoom to understand more of what is happening.
* Currently transformers are present in wind turbines mostly, not just like that on the ground.
* There are two different types of transformers. Two types of transformers one for the pump and one for the wind turbines. These transformers are used to connect long distance between the wind turbines and their end use. These transformers can only be connected between each other. This mechanic could be good for the gameplay aspect and could teach the grid integration.