# Wind Turbine MOOC game, 19-12-15 meeting minutes

This meeting consisted of the presentation of the game to the commissioners. Addition in the game included the customization of the wind turbines (blade length and type of power train).

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

* There is a problem with the power (was fixed just after the meeting).
* According to Nils, there might be a problem with the range of the pump.
* The scoring system is bound to be an important of the game.
* Consider having the economics within the game where what a turbine can recoup its price worth of money.
* Consider removing the sell options and maybe instead use repositioning or nothing at all (this could be an option for a level but game play wise sell is indeed needed to learn where to position your wind turbine).
* Consider using trivias to unlock aspect of the game. This could be used within a level to unlock a new turbine customization or a new mechanic system.

Examples of trivia questions:

* A propos the blade length: Does the power of the wind turbine goes linear, square or cube of the length of the power blade? (square)
* A propose the power of the wind speed: Does the power of the wind turbine go linear, square or cube with the speed of the wind? (cubic)
* A propos the angle of the blades: What provides the most power to a wind turbine: should the disk made by the blade be perpendicular to the wind, be angled at 45 degrees or be parallel to the wind?

Wishlist from Carlos:

* Allow the hovering over the terrain to get information about the terrain.
* Economics of the game should be tied to the real economics of wind turbines.
* Having trivias within the game.