# Wind Turbine MOOC game, 08-01-16 meeting minutes

This meeting consisted of the presentation of the game to the commissioners with the new repairs and other new characteristics.

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

* Check the power losses, the number seem to be off.
* Make a proper tutorial so that the different objects are understandable.
* Make sure it is clear how the tutorial can be accessed.
* For future scenarios where there would be more choices for the customisation of the wind turbines, allow for a pause to happen while the custom turbine is being designed.
* The power loss visualisation is good but there might be more of an incentive to see a number. A possibility would be to make the power loss appear for a short amount of time after the creation of the turbine.
* The repair should scale with the type of drive train.
* The way to see if a wind turbine needs to be repaired is currently chaotic and unclear.
* Focus on the tutorial for the final game, this will be the main learning aspect of the game.
* Send to Carlos what we will do, will not do and had planned to do.