

# Notes

## Top Down action RPG

Document version 0.1

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25 February 1:30pm : First meeting with client and showing concepts

Who attended	Menno van Hout, Rene Posthuma Linthorst
Did not show up	None
Guide	Menno van Hout
Notes	Menno van Hout

Notes
We showed the assignment report v0.1 to the client

Decisions
The client decided to go with a combination of concept #1 and #3
The client decided that the budget is €15.000,- per 4 weeks
The client decided that the budget for the planned 5 weeks is €18.000,- since the deadline is within 5 weeks.

## 26 February 1pm : Second meeting with client showing concept 4

Who attended	Menno van Hout, Rene Posthuma Linthorst
Did not show up	None
Guide	Menno van Hout
Notes	Menno van Hout

Notes
We showed the assignment report v0.2 to the client

Decisions
The client decided to go with concept #4

1 March 11am : Third meeting with client going through all documentation

Who attended	Menno van Hout, Rene Posthuma Linthorst
Did not show up	None
Guide	Menno van Hout
Notes	Menno van Hout

Notes
We reviewed all documentation with our client.

Decisions
None

8 March 11:30am : Fourth meeting with client showing progress

Who attended	Menno van Hout, Rene Posthuma Linthorst
Did not show up	None
Guide	Menno van Hout
Notes	Menno van Hout

Notes
Showing the progress of the game.

Decisions
None

15 March 11:30am : Fifth meeting with client showing progress

Who attended	Menno van Hout, Rene Posthuma Linthorst
Did not show up	None
Guide	Menno van Hout
Notes	Menno van Hout

Notes
Showing the progress of the game.

Decisions
Client wants more enemies that follow you.

22 March 11:30am : Sixt meeting with client showing progress

Who attended	Menno van Hout, Rene Posthuma Linthorst
Did not show up	None
Guide	Menno van Hout
Notes	Menno van Hout

Notes
Showing the progress of the game.

Decisions
None

## 26 March 1pm : Seventh meeting with client showing progress

Who attended	Menno van Hout, Rene Posthuma Linthorst
Did not show up	None
Guide	Menno van Hout
Notes	Menno van Hout

Notes
Showing the progress of the game.
Asking question about inventory system.
Asking question about puzzle's that the client wants.

Decisions
The client agrees with a simple inventory that is just displaying on the corner of the screen.
The client would like to see which button to press to use the item.
The client wants a button press kind of system as puzzle to open a door to continue the level.