

## Agenda for 6.170 Mentor Meeting Thursday, Nov 7

### Items to be discussed

- Designing with implementation in mind -- feasibility of our plans as described in the pitch?
- What exactly is required for the critique due Sunday?
  - In particular, are we supposed to have separate concepts/goals slides to be critiqued?
- Identification of MVP: get game working with one player?
- Design docs:
  - Purposes and Goals: create a fun, easy-to-play game
  - Key concepts: table, player/foe, (incoming) tile queue, unclaimed letters, words; score?; lobby/matchmaking?

### Progress report

We're still in the design stage. We have a general idea of how the game itself should work, but are still trying to figure out peripherals, especially scoring and matchmaking. We're also concerned about real-time play; the game is heavily dependent on determining who formed a word first, and there could be timing issues complicating matters.