**SKYPE SESSION 01**

1. Describe game concept – start from the basic one (the one main planet only) and if we manage, then expand it to each team having their own PvP/PvE planet
2. Will the user know exactly how their Twitter data will be used? As in, will they know they strive to change their ‘Twitter-personality’ to come closer to their character’s ‘ideal-personality’?
3. UML – we have a basic class diagram (might change with further development), do we need other sorts of UML diagrams (Sequence, Use Case etc.)? Will probably do a Sequence diagram.
4. Can we use IBM and UoN logos in the game, for trustworthiness?
5. We will use a server to store user accounts and data – what language is best for creating and using this server? - Where to host it?
6. When do we start development, assuming concept is agreed upon?
7. Ask for advice for the Full Ethics Checklist – asks for very specific details.
8. Establish solid time for skype meetings.