Client Meeting November 21, 2017

Discussing the revisions to the game with Dr. Graham.

Hiding the trees is a reward for climbing the divisions and Graham had some concerns with this

Once it is revealed, everyone will see it.

Hiding a tree locks people from getting points for a little bit, Graham is not a strategy guy.

Fertilizing is putting your points - better ecological term for this instead of agriculture

* give up all points on the tree and start a certain event to encourage people to visit - forces players to go to the trees they otherwise wouldn’t visit

In order to gain more points on the tree you have to be actively gathering data

Only get a certain amount of points for every time you go to the tree, Graham wants it to be the more time you spend with the tree the more points you will get

Animal and people sightings for other data for more points, want the more time spent to = more points

The way you get division points is by controlling a tree and hiding the trees ensures that you can get control of the tree.

The higher you get the slower your point gain is - Pokemon go has a feature that allows people to band together

Hiding tree may be a problem.

Problem with users adding trees - people do not know about the trees species - don’t want people add wrong trees - super user will be able to.

Graham wants future builds to have room for more information

Talking about the database with Dr.Graham - like Amazon better because have had experience

Talk to Central to see if they get any discount for Amazon web services

Still likes the ability to use something with a little bit of skill

He wants to be kept posted - wants to know

Really wants a mock up of the game in a paper version to test

Ask some non CS students about the game to keep getting ideas

He has the 100 trees and 30 different species of trees, they are excited to come up with the “treevia” for the trees and then it cycles through them and then a more in depth option - formats might be all over the place - will narrow it down to a format that everyone will agree on.

either easiest to read, more engaging

class trees, plaques, conditions, information about then they were planted, whether they are memorial trees

look into apple developing - if their is a paper game, have students to test for it