# Meeting Minutes – Hidden Harms Project

## Date & Time:

*06th March 2019:*

*11:30am – Arrival  
01:30pm – Client Meeting*

## Attendees:

*Daniel Pokladek*  
*George-Heath Collins*

*Michelle Francis (Client)*

## Meeting Overview:

##### Prior Client Meeting:

The team has arrived early at University of Suffolk to work on the project, prior to the meeting with the client, George and Daniel have worked on the project for about 2 hours. At this stage most of the major mechanics were implemented, such as the ability to save the demographics information, traverse through rooms and see facts about each of the rooms.

Upon entering a room for the first time, players would be greeted with a questionnaire, where they could rate their knowledge on the topic (for example, domestic violence) with numbers between 0 – 5. After that the facts, which client has prepared, were displayed to the player and after the facts they would be asked to rate their knowledge once again. This is a key component, as the data produced must show that the players have learned from using the app.

As previously suggested to the client, to replace the 2D art with 3D models, George has prepared a model of the exterior of the dollhouse. As mentioned in the previous meetings, the 3D models will increase the overall quality of the application compared to the 2D images the team has been provided with. If the client will be happy with the 3D model, the team will proceed to create the rest of the dollhouse.

Prior to the meeting, the team has also replaced placeholder facts with the facts provided by the client. At this point, the facts are not randomised and there is no quiz about the facts; this will be implemented into the game in upcoming weeks.

##### Meeting the Client:

The team has met with Michelle at 01:30pm, to discuss the current state of the project, and have begun by showing the progress made between the last meeting and the current meeting. Michelle was pleased with the current state of the project and was happy with how the 3D models were looking, agreeing to continue re-creating the dollhouse with 3D models instead of the 2D images.

Michelle was also happy to see that the facts were displaying properly. One of the points Michelle made was, that the facts were displaying too quickly to read. George and Daniel have explained to Michelle that this is only for testing of the app, as the team must go through them a lot while testing, and the speed of the facts will be adjusted for the final release.

Michelle has also provided the team with another piece of feedback about the knowledge data collection; Michelle has pointed out that it might be “irritating” for players to rate their knowledge for each of the rooms, as there are 4 rooms in total. Michelle suggested a better option, where players would rate their knowledge about Hidden Harms at the beginning of the game, and then once again rate their knowledge after the meeting. George and Daniel were happy with this change and would adjust it before next meeting.

The client has also mentioned that it would be a good idea to have flags displayed next to the countries, when players are picking their nationality, to aid their choice.

The team has discussed the mini-game, which Michelle has mentioned previously, and what would the client want from the mini-game. Michelle explained that it doesn’t necessarily have to be a game, it can be something simple as a round of applause, a medal or a printable certificate.

Michelle, George and Daniel have continued to discuss the plans for next weeks. The team has agreed that most of the art will be in the game by the end of March, and all the major mechanics will be implemented. Team will adjust the changes that Michelle has requested and will ask for further feedback on the project in the next meeting.

## Current Aim:

By the next meeting with Michelle, the team will have finished the mechanic of randomised facts. The app will also have a quiz, where the players will be questioned about the facts they have read about. Team will adjust the changes that Michelle has requested in the meeting, and will implement the remaining 3D models into the game.

Next meeting due in 2 weeks’ time. More precise date and time: TBC.  
Minute Taker: Daniel Pokladek.