# Meeting Minutes – Hidden Crimes Project

## Date & Time:

*1st May 2019:*

*11:50am – Arrival  
12:00pm – Client Meeting*

## Attendees:

*George Heath-Collins*

*Daniel Pokladek*

*Michelle Francis (Client)*

## Meeting Overview:

##### Prior Client Meeting:

The team changed the fail-state of the quiz questions and changed the written text to ‘BLANK is a crime in the UK and can carry a prison sentence or monetary fine’. The team also added a ‘MADE POSSIBLE BY’ screen but it’s currently blank, as they didn’t sponsor logos of the organisations involved. The Forced Marriage section of the application was removed and more characters were added to the rooms.

The team also took with them some recorded footage of playtests and had sent the Client a step-by-step guide to the APP’s data collection via email.

##### Meeting the Client:

In the meeting, the team demonstrated the changes that were made. Michelle liked the newly updated text upon failing a question as it was more suitable to younger people. She felt that since not all of the acts portrayed in the app carried prison sentences, she felt that this was a more accurate way of demonstrating possible outcomes for aggressors in these situations. Furthermore, she was happy that the game seemed more ‘balanced’ in terms of content, as removing the forced marriage section meant that each room only had one quiz section, and this made it easier for users to keep track of their completion.

In order to aid this completion measure, she also asked the team to come up with a way of signalling that a room is already completed. George suggested maybe de-saturating rooms, and Daniel iterated on the idea, suggesting that since the game is in a doll’s house, maybe a light could be placed in each room. Upon completion, the light could dim or go out completely. Michelle agreed that this would be appropriate.

Michelle did ask the team to adjust some of the text at the end during the debrief section. She wanted her information to be bold and put first, so that users would see it before all of the others. Michelle also wanted the layout adjusted, as some of the text had rolled on to the following lines, and didn’t read correctly.

## Current Aim:

The team will be adjusting the text details in the debrief game screen and also implementing a lighting feature to demonstrate room completion.

Next meeting due in a week on Wednesday, at noon.

Minute Taker: George Heath-Collins.