**Meetings With Sponsor**

First Meeting

For our first meeting with our sponsor, the primary goal was to gather the requirements for the project. We discussed what the goals of the project are, what tools we would be using to achieve those goals, and our timelines. We then began brainstorming for what the final product would look like. The general outline of the final product was that we would be building an in-browser game for marketing purposes. It was decided that the game would be modeled after an existing game to be chosen in the future. The sponsor promised to send us examples of previously built games that their company had already produced to help us with our process.

Second Meeting

At our second meeting with our sponsor, we gave an informal progress report and showed what we had produced up to that point. The sponsor was generally pleased with our progress, but requested several aesthetic changes be made. At the time of the meeting, the project was very much a work in progress, but the sponsor was very understanding. We were offered guidance on how to proceed. For actual changes to the product, the sponsor requested that we alter the general tone of the game to be more appealing to an adult audience. Previously we had been working on a more child friendly look and feel to the game, but as was pointed out to us, children were not the target audience of the advertisement.

Third Meeting

At our final meeting with our sponsor, we presented the product and took notes for what needed to be improved before we could be considered finished with the project. We recorded a video of two employees from the sponsor company playing our game, without direction or instruction from the team. We also recorded feedback from the two employees. Issues were raised about several performance issues, including the game’s artificial intelligence logic, the music, and some minor visual issues. The issues with the artificial intelligence were already known, and have been fixed as of now. Musically, they were generally pleased, but also requested that some new music be written for select portions of the game, notably the music that plays when the player wins the game. For aesthetics, the sponsor expressed concern with the color scheme, which was easy to fix. The other aesthetic issue was that the game did not visually change in response to whether the player was playing on a mobile device or on a PC. This issue has been fixed since the final meeting.