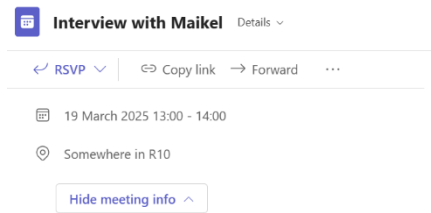


# Maikel interview notes



1. Not necessary to invent a new boardgame. We can take inspiration from existing games but make it original enough that it seems like a different game.
2. We have total liberty on the target audience, just specify which one it is. Make it a purposeful and conscious decision.
3. Ai could help understand game etc although check for the disadvantages we may encounter with this feature.
4. QR codes are very recognizable and makes it feel analogue. NFC tags make things a bit more logical and immersive . Maikel mentioned card game in presentation as a cool example
5. As long as it's not completely NOT movable anything is pretty much fine. He would prefer if it doesn't exceed 1h or 2h set up process.
6. Could be, depends on the target audience.
7. No requirements. Look for a solution that's easy for us to create and really showcases the essence of the game
8. Up to us. Easy to pick up without any previous knowledge. Make it very clear on how to navigate through the technicalities.

## EXTRA COMMENTS

Our different preferences when it comes to games is a good input as it would be nice to create a game that makes everyone like it even if it's not your usual game preference. Also try not to get too stuck on theoretical research.