**Client Meeting Notes**

**Fri, Oct 2, 10:00-11:15**

**Overview**

This meeting was somewhat impromptu and scheduled by Jennifer. There were no explicitly requested preparations on our part, and we weren’t exactly sure what to expect. We decided to bring our current working Unity project in case it would be useful to them. The meeting consisted mostly of questions about the Unity engine and how work was expected to progress throughout the semester.

**Part 1: Milestone Progress**

Khangal and I opened our Unity project and gave them a quick breakdown of the functionality that was implemented so far. This included a UI framework for Milestone 1 and the ability to create/assign citizens to stations and farm plots. From there, discussion led to features would be part of milestone 1 at completion.

**Part 2: Future Milestones**

Our first meeting with the client was largely abstract; gameplay features were discussed as possibilities, but we never really hashed out our features in detail. Later milestones will depend on the perceived success of the first, but we were able to discuss our current plans for milestones 2 & 3. These milestones correspond to a set of features Jennifer envisioned before we were involved at all. More discussion on milestones 2-3 will take place after completion the first.

**Part 3: The Unity Engine, Scalability**

John had many questions about how the Unity engine worked, and what would be required to use it for a commercial venture. Questions and discussions included:

* What platform does the current project run on? *Pc*
* What platforms will the final project run on? *Many platforms are possible, with the intended result being an IOS/Android port*
* Can platforms be changed easily? *Yes, one of the hallmarks of the Unity engine is the easy transition between platforms*
* Can the game be run as a stand-alone executable? *Yes, the Unity editor has a build/export that will create an executable binary. This binary and set of assets do not include any source code by themselves.*
* Would a server infrastructure be required for this game in the long run? *Because the game is multiplayer with an economy, server infrastructure and server-side data storage would absolutely be required. We were unable to be more specific about costs because it is not our area of expertise.*
* How does the delegation of work occur with an engine like this? *A discussion on game objects and their relative independence was explained here, much like the one done in class on the same matter.*

**Part 4: IP Transfer and Wrapup**

Some legal paperwork was done to transfer ownership of any produced works to Jennifer and Amapalo. Finally, after a bit of small talk, the next meeting time was proposed, and the meeting was concluded. Hopefully, the work process and expectations for this project are clearer to Jennifer & John at this point. The next meeting will be a discussion on the completed Milestone 1 and how we will approach Milestone 2.