**Client Meeting Notes**

**Fri, Oct 28, 12:00-13:00**

**Overview**

This was a Milestone1 meeting of the game. The meeting consisted mostly of demo representation of the game.

**Part 1: Milestone Progress**

Matthew and I showed Jennifer the game with functional 9 levels which was completed version of the Milestone1. It includes following features:

* On Current Citizen window: object segmented slider with 2 colors, instead of voice bar
* Created Stock item Prefab, instantiated this for all 18 stocks and show them on corresponding level (e.i., shows first 3 items on level1, next 3 items on Level 2 so on.)
* UI representation of top bar with current level, current money and Next level.
* UI representation of time played with plausible feature when clicked by ESC key to pause/resume.
* Current Meal window: explained and showed how it works.
* Current Task window: explained how it works.
* Cook, Eat, kitchen table, and Sell windows: explained how it works.
* Showed her how to see which citizen is best fit for selected task.

**Part 2: Suggestions/Future Milestones**

The following feedbacks which suggested by Jennifer are:

* Limiting number of citizens on overall game. She suggested that to limit the number of citizen would be max 5 citizens for overall game. And also among those some of them would be children with low attributes.
* Cooking window. There can be 1 or 2 citizens assigned to cook a meal. Mentions that cooking pot needs 2 people to cook in that region (Zambia).
* Suggested to include the Caterpillars.
* Cooking ingredients. Instead cooking single stock item. It would be better to include some ingredients to get proper food.

**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.