**TEAM DISCOVERY**

**DISCUSSION NOTES**

**8.1.2017**

**14.1.2017**

1. Define the challanges and motivation
2. Paper prototype
3. Concept map
4. Persona
5. Storyboards
6. Discussion notes

**EVERYBODY:**

* Unity
* Marvel

**Gameplay styles:**

* Articles
* Ger-eng, eng-ger
* Synonyms and antonyms

**User study:**

* test if is it better to load the gun manually with the right article or to have it load automaticly and shoot
* App store apperance. Test multiple icons. User chooses prefered ones

**Questions:**

* What problem are we solving/addressing?
* What makes our app/solution different/special?

**21.1.2017.**

- looking for a room

- story board discussion, future planning, update

- concept map - create the separate one for app, update

- challenges & motivation after UI

- multiple personas?

**- Unity - 2D**

- multi-user if enough time

- specific word sets( movies, books, other scenarios)

- articles, other add later

- tap words, choose articles

**- Marvel** - specific word sets( movies, books, other scenarios)

- word sets to challenge friends

- multi-user - leader board

- articles, translation

**- graphics** -> Unity Tasks: