

Customer Meeting

Date: 01/05/2024

Time: 8:00 AM Singapore Time

Location: Google Meet

List of Questions:

- Who are our target audiences?
 - Teenagers to adults, anyone who enjoys playing games or wants to learn more about finance. They could be interested in both financial skills or just enjoys playing games
- Web game on browser or standalone application?
 - Browser
- What do you imagine the UI to look like?
 - Sprite based games, less motion, care more about financial concepts. It can look very simple just to deliver the idea
 - Pixi js (<https://pixijs.com/>)? May be able to find something easier
- What features would you recommend us implementing? (what first?)
 - Something would be playable by the end of the project (ambitious project)
 - Typical game studios should be doing a lot more background research while we will just simply be going at it and making something that works
 - Gameplay is the most important
 - Don't try to implement features that are not immediately needed
- Can you describe how the bartering should work?
 - Up to us?
 - Make it work and fun without being too complicated
- How can we implement debt, interest, and budgeting for the bartering stage?
 - Up to us...?
- How do you want us to introduce the concept of currency from bartering?
 - Bartering and currency going on for the same time for a while
 - Bartering is always an option
 - Make it so that it is advantageous for players to move to currency (inventory limit?)
- Is the goal of the game to “get rich”? Like a tycoon
 - Something along the lines of this, maybe not as ambitious?
 - Just need to capture attention
- How do you envision the first phase MVP to look like?
 - Bartering system, with transition to introduce currency

Get some applications up and running so that we can work on features.

A user story is still a user story if the user could experience in some way

- Refactoring will not be experienced

- But speed up will be

Likes idea of a quiz - knowledge checker, could be valuable but don't prioritize