What does the mobile client look like?  
\*Wire frame here  
  
Audience:  
5 - 12 years old, therefore popup story book styled art direction with a textured, kind of organic and recycled feel.  
  
System architecture:  
Front end uses Ionic. Back end uses angular. Keeps the user data for the web service. Stores username and password (password is encrypted), save data, power plant information. Heroku is used to host. “Server-client” architecture type.  
Heroku allows us to scale up if we need to. Uses Dynos (like mini segments of big servers that act as their own server. “Virtual Computer”). We can buy a dyno if we need to.  
  
Final four weeks:  
\*Update graphics  
\*Game system  
\*Mini animations  
\*Pop-up info boxes  
\*Calculations on Wellington power  
\*Tutorial  
\*Login/Password screen  
\*Mini details (people/cars etc)  
\*Sound (song + some sound effects)  
\*Google maps page  
  
\*Tie in user registration to front end  
\*Tie in save game  
\*Tie in Power Plant loading and info  
\*Tie in pause  
  
Testing the app:  
User testing. We play and we get user testing from High Schools and Primary Schools.  
  
Who is doing what:-  
  
\*Tony:   
\*Server/back end  
\*Power Plant info & loading  
\*Page architecture: city view, credits, information  
  
\*John:  
\*Game engine  
\*Server: save/load/pause/user registration  
\*Drag and drop game play  
\*Server architecture  
\*Google maps page  
  
\*Josh:  
\*Title screen  
\*Splash screen  
\*Animations  
\*Pop up boxes  
\*Typography  
\*Research and calculations  
\*Sound  
  
\*Nicola:  
\*City view graphics  
\*Parallax  
\*Sound  
\*Research and calculations  
\*Navigation  
\*Colour scheme  
\*Overall art director  
  
\*Nicolas:  
\*Gameplay image  
\*Power plant gameplay icons  
\*Log in screen