Agenda for Meeting on 9-10-15:

1. Get approval for Project Synopsis from Joe and Al
   1. **Approved**
2. Show Joe and Al the current progress of the Project Plan.
3. Ask Joe the following questions:
   1. What is a higher priority, cross platform support or more levels and content?

**Joe: I would say that more levels and content are more important. There isn’t much point in spending too much time trying to support multiple platforms if the content itself isn’t worthwhile. That said, we need to do something about the browser limitations currently in place.**

* + 1. It would be difficult to create cross platform (PC and mobile) content with the current state of the project.
    2. Therefore, if the mobile platform is desired it would take up a significant amount of time to create the baseline controls and graphics for mobile devices (est. 1 Semester), and there would not be a lot of game content.
       1. Would you prefer if we focused on only iOS or Android or would you prefer if we focused on running the game on both types of devices?
          1. Support for both types of devices would take us more time to set up, and would present challenges for us in terms of developing, testing, and publishing the game since the platforms are different.
    3. Otherwise, if we continued with the website on a desktop approach we would focus on stabilizing the game and adding more game content.
       1. *When we start development would you prefer if we focus on fixing defects and improving existing content within the game currently or focus on starting development on new game content and fixing defects as we go along?*
  1. Are there specific concepts taught in Chem 101 or equivalent courses that the game should incorporate?

**Joe: I wouldn’t worry too much about content beyond geometry at this point. The main focus of the game has always been on trying to give students a sense of how molecules look and behave in “molecule space”. Getting students to interact with molecules is of utmost importance.**

**The second thing we might consider incorporating is the idea of phase (solid, liquid, gas) which would mean getting the molecules to interact with each other appropriately. We can talk about this a bit when you are ready. This would require some consideration of the kinetic energy of the molecules and the interaction between molecules.**

**Reactions would be a nice add on at some point, but I think that is down the road a little bit.**

* + 1. Reactions? Thermodynamics? Limiting Reagents? etc?
  1. In your opinion are there any chemistry concepts that would most likely go well with a game? If so, would you mind **briefly** describing the concept and how you think it would go well with a game?

Al and Joe can leave at this point.

Team:

1. Go over Project Plan - Discuss Goals and Scope Section
2. Start Domain Model Document