First client meeting

After the team’s client meeting on Monday, we will begin creating an experience for patients of congestive heart failure and the doctor’s office. We will very likely have to establish a project schedule, set-up our scrum board and start implementing scrum, begin designing the experience, and figure out the art direction.

Setting up!

With week 1 finished, the team is in a state of waiting. Our goal, as we know it right now, is to create an game/app that will teach patients with congestive heart failure about the disease and help patients change their behavior to live a better lifestyle.

As a team, we have determined everyone’s roles and interests towards the project. In addition, we have set up our room in a comfortable environment with the technology that we would like to use. Since we have yet to meet with our client, most of our thoughts have revolved around the information given to us by our project advisors, Ruth Comely and Shirley Saldamarco. We met our project coordinator/sponsor, Larisa, who was able to answer a few of our questions about the project. From those meetings, the team brainstormed about three potential game/app ideas to present to our client for next Monday.

How can this be better?

Not a bad start for first newsletter. You could have filled it out alittle with a team photo and listing each individual’s role beneath their photo. You could have identified your client and Larisa (client liaison? You should ask her how she should be identified). You mentioned the three ideas you came up with. A brief description would have been nice. As you move forward photos are useful and add a little something.