Interview with Stakeholder - Richard

1. Should it be possible for the user to fail the game? For example when they accuse a wrong person of murder.
   - Richard: The choice is yours whether to fail them or to allow them a way back in.
   - Team: So if we allow them to accuse another character once they have found more clues? Or the same character if they find the motive clue or the murder weapon.
   - Richard: Yeah that works
2. How long should the game last for?
   - Richard: About 10-15 minutes is probably a good time
3. Do we need a save option?
   - Richard: A save option would be nice, but not necessary.
4. How do we approach the personality traits and how should they affect the game? If at the start they choose a detective to play as for the game?
   - Richard: There should be presets which the user can choose from.
5. What kind of style would you like it? Eg. top down/ scroller etc.
   - Richard: There is no specific requirement. It should be made unique.
6. Would you want animation and movement or just point and click?
   - Richard: It doesn't matter.
7. Would you want keyboard interaction or just mouse?
   - Richard: It doesn't matter.
8. Do you want the story to be shown as a paragraph at the end or be more complex and require more much attention to subtlety?
   - Richard: I don't expect it to be much more complicated than the paragraph.
9. Would you rather we told the player when they have the murder weapon or leave it completely up to them to work out?
   - Richard: Either is fine
10. Can we take liberties with the rooms? Or does it have to be accurate to the building?
    - Richard: Yes, take liberties. It doesn't have to be accurate to real the layout of the building.