

Questions sent to client:

1. What is your name?

David Mathew

2. What do you do which requires you to have a basic wireframe editor and engine?

Currently, I am doing a course in Game Development. As part of that course I am required to develop a game using the skills that I've learned and the various tools that are accessible to me. For my product, I have decided to create a 2D indie platformer game using an established game engine known as GameMaker Studio 2. Although, over time I have had to change various aspects of the game, and have decided to implement 3D aspects to the game. However, GameMaker Studio 2 does not allow for any 3D functionality to be imported or exported from it. I have tried using the 3D functionality in GoDot, but it is far too bulky to be used.

3. What documentation of development and planning do you want to see from the project?

I need a program that can edit, save and view 3D wireframe models in a proprietary format, and can be outputted into functional use via a list of coordinates of lines and where they need to be drawn.

4. How much time should be put into user friendliness? Should functionality come first?

The UI doesn't need to be extremely user friendly, but does need to be usable, and the files the program produces, can be interpreted by a human, but don't need to be easily readable. However, the final coordinate output for implementing into the game engine, must be easily readable.

5. What should the system be able to do? (ex. Read/Write to files, edit files, view and edit 3d models)

The system must be able to Read/Write to files, Modify files in real time, and also allow me to display 3D models and modify them in real time as well. The editor doesn't have to be extremely complex, but must be usable enough to create basic shapes, and some models. It should be reasonably user friendly, but doesn't need to focus on the GUI past readability.

6. Should the user specify where the files are saved to? Or should it be standardized?

The program should allow the user to view their file and also output the line file, if possible. The files the program saves the wireframes in should be accessible to humans.