**Online Diary**

**Client**

**6.0 Introduction**

A team had to pitch their game idea to a development team. Development team had to go off and create a concept of a game so that the client would fund the project. Our team brief was to create a game that would be used in company, to help motivate their clients. The game had to base of a game another game called toss the turtle (<https://www.newgrounds.com/portal/view/508440>). We were told we had a budget of £10000. We had to come up with a timescale which we decided for 2-3 months.

**6.1 Enquiries**

As a team we took different turns to ask questions to our clients. We made sure to get the key information first, like the target audience which was male 25+. We made sure to also keep a business and friendly tone with our clients to remain professional throughout our meetings. This allowed us to extract information but at the same time we got to know our clients. Throughout the interview we did notice that the clients did not really understand what they wanted as they were unsure how they were going to implement their game through the company. They did say they wanted to use email to share the game though. They wanted the game to be competitive to allow employees and clients to compete for the high scores.

As a team we suggested to add a reward system to the game as it will keep the competitive aspect of the game. We also asked if they wanted the scores to reset after a set time, they replied that they wanted the high scores for each player to stay but the score to reset overtime. The last thing they wanted was an upgrade system to allow players to upgrade for better experience.

**6.2 Feedback**

The feedback we got from our clients was they liked the things we added. They liked the concept of us adding character changing and all other things we wanted to add like the reward system. This resulted in the clients giving us their money. This meant they agreed with our timescale and all other decisions we made. The team did reveal they didn’t have a clue of what game they wanted but they said our game what work as it had met their demands. This was good as it had shown we had listened to the brief that they had given.

**6.3 reflection**

On reflection the only thing I would change is the communication between my team. It always felt that one person was being relied on instead of working as a team. They way could improve this is by delegating roles to each other before hand. This would allow the team to actually work as a team.

**6.4 Team members**

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