**Diary No. 6**

**Date: 27/11/2020**

* **The Game Idea:**

The game would be inspired by the early DOOM game as the basic FPS style along with the opportunity of making the game well optimised made it easier to run on most smart phones.

The game would involve shooting zombies and collecting resources of different rarity to incorporate the RPG elements. Critical hits as well as item drops of varying rarity will also be added.

The game would also support toggleable automatic aiming to make the game easier to play on mobile.

* **Extracting the Requirements:**

The team asked a few questions from the client which included asking them about the type of budget they have, the target audience they have in mind, the purpose of the game, what need to be included in the game, how much time the team has to make the game, what platform the game needs to be released on, the genre of game they wanted, the experience the clients had in making games, and if the game needed to be 2D or 3D.

The answers the team got were:

The clients wanted the game for a global game jam and the theme was zombie shooting. The audience type ranged from toddler to old. The genre of the game needed to be an RPG type game. It needs to be released on the mobile market (Google Play and App Store). The budget was £12000. The clients has some experience in making games and were willing to help out in making the game to reduce the cost. They also mentioned having contact with different developers to provide them with a better experience. The game could be 2D or 3D. The game also needed to be a first person shooter and the entities they wanted to include in the game were: zombies, zombie elephants and a zombie Pikachu. The clients also had a pre-made which they were willing to give to the team to reduce their cost further.

* **Final Idea Acceptance:**

The clients, upon the team pitching their idea to them, decided to commission the work to the team.

The clients also impressed by the pitching and the idea of the game as it had most of the entities they wanted in the game. The clients asked a question to the team before giving the job about where the zombie Pikachu was when pitching the game. Due to the teams limited time in making the game idea, the team was not able to model a zombie Pikachu in the pitching. The team, however, did manage to model a zombie elephant, and a few pickups in the idea pictures.

* **Improvements from the feedback:**

The feedback given was: “we were excited to see the zombie Pikachu, but it wasn’t included in the game idea, but we did see the zombie elephant, which was nice to see. The game idea itself we liked and don’t want to make any changes to it.”

Considering the feedback given there were no changes made.

* **Problems While Making the Game:**

Implementing some of the elements of RPG into an FPS type game was a little bit difficult. Another area where the team encountered problems were when making the backgrounds promised in the game idea. The graphics quality of the background had to be stunning in order to make the game appear nice aesthetically. This used up some of the budget as the team consisted of programmers but no artists, so they had to hire someone else to make the artwork.

* **Improvements in the Making Process:**

In order to further improve the game making process the team could have coordinated the tasks accordingly such as one person make the player move and shoot, another person make the enemies move and be destroyed.

* **Team Members:**

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