Diary 6: 28/11/20

The client meeting

# Introduction:

This brief allowed us to interview a group of people who had an idea for a game. With the information that was acquired off them, a game was to be planned out ready to see if the client would invest, based on the presentation of the game.

# Requirements:

As with every idea, the clients arranged a meeting through a Microsoft teams call and allowed questions to be asked to get a gauge of the game they wished to be created. There were a few problems with the interviewing process as they seemed to be very indecisive on what game concept they wished to be made as well as being unclear as to the time constraints of this project and the budget that would be made available.

From what could be determined the clients required a racing game to be created that would be placed on their website that was linked to their company which was used to sell cars.

There was also to be a three-month time constraint on this project which must be fully completed.

It was originally believed that money would not be a problem when it came to the budget as the client was quoted as saying “There is no budget, we just want a racing game” however, it was later revealed that they actually meant they did not have any money with which to provide us with. This did cause a few issues with production and communication.

# Final idea pitch:

The final pitch was presented to the client, it involved a game in which each one of their own car models placed on a pedestal in which users could view the interior and exterior, before being able to take them for a test drive around several tracks. This game also included leader boards for times and tracked how long the game was being used to modify the extra traffic the website was gaining.

The clients enjoyed the idea behind the concept of the game and wish to invest in the project, however they also believed the fees and budgets we had projected to be a little to high for them and said if they were to be lowered it would be a resounding yes.

# Problems and improvements:

The only real problem that was encountered was the budget discrepancy between the two parties, which made it very difficult to project a vision to the clients without understanding what amount of money they were willing to spend. Improvements for this issue also like into the whole interviewing process, making sure each question is clear and focused on one particular point to extract the most useful information out of the clients.

# Team members:

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