**Joshua Baker- Online diary**

**30/11/20**

This week I was joined in a group of 3 (Joshua Wye, Spas Spasov and myself) we were given a scenario that another team would be interviewing us about. we were also tasked to interview a different team to gather information to make an idea based upon the information we were able to extract from the team through our interview.

* **What was the game idea based upon your interviews?**

The commissioning team we interviewed wanted us to make a game based of Tetris for mobile devices. The final idea was making a 3D version of Tetris, this will work well as you could you use touch screen to flick the view of the game from multiple different screens.

* **How did you elicit requirements from the clients? Was it effective?**

We used a questionnaire for the base of our questions during the interview with further interpreted questions digging deeper into certain topics/answers based on the information that we could gather. While it was effective at gathering information, I personally believe that the quality of the information is not effective at all. There could have been many more techniques that we could have implemented at gathering information from our commissioning team however we did not have the time to prepare for any more techniques.

* **Was the final idea accepted by the commissioning team and the audience?**

Yes, the final idea was accepted by the commissioning team and the audience, while there were questions about the final idea which is not a bad thing, at the end of our pitch the idea was indeed accepted and the offer was made from the commissioning team.

* **As a result of their feedback what would you improve in the game?**

Their feedback was quite limited which hints at poor communication and comes back to our ability to gather information effectively. However, what they did comment on was the clarity of our time frame. They wanted verbal and written confirmation on the time it would need for us to do the job. Following this feedback I would improve on our communication and our presentation so that next time we can be more clear on everything we present so that the commissioning team doesn’t have to ask about certain topics that we should be very clear about.

* **What were the problems encountered when conducting the process and coming up with the game?**

The commissioning team was asking for a game that is not only very popular but also a game where hundreds of different versions exist, so trying to come up of an idea of the popular game Tetris was very difficult. We wanted to add ideas that would make our game unique that could be done not only under the budget of £5,000 but also under the time frame of 3 months. The fact that the commissioning team didn’t state a preference on what code needed to be used to make the game did make our job a little easier, however we still needed to get this game onto the mobile market (app stores). Which is also another challenge of its own. Another problem would also be the lack of information to work with from the interview with the commissioning team. For example, we were only told that with target audience they wanted it to be 12+. This is clearly poor information and made the planning of this game a lot harder.

* **How would you improve the process, so it was conducted better by your team next time? What would you improve?**

The information gathering process would be the biggest thing that would be needed to be improved upon by our team the next time we are to do a similar task. I think this was the root of many problems we had later into the task and is a skill we as a team must improve upon more than anything as its extremely important.