**Session 10 – The Client**

**ID:20158721**

# 7.0 Game Idea

The game idea based upon the interview was to create an FPS game with RPG elements for mobile devices.

The game the team came up with was a Doom inspired shooter with pixelated graphics in order to run on mobile devices and featuring RPG elements such as critical hits and loot drops.

# 7.1 Gathering requirements

To gather requirements from the clients the team asked several direct questions about the core game features, the game genre, the audience and budget etc. Then the questions moved on to what they want from the game and if they have any specific requests for creatures or themes that could be found within the game.

# 7.2 Response

The response given to the game concepts was overall very positive although the commissioners pointed out that we missed one of the specific creature requests but because we fulfilled the other requests, they gave an overall positive response

# 7.3 Problems

One of the problems the team encountered was that some of the information gathered was contradictory. Another further problem was that some of the information gathered was vague whilst other parts were very specific, and it was difficult to merge their ideals

# 7.4 Improvements

One improvement I would make would be to look out for contradictory information and highlight it during the interview. Another improvement would be to write down all the specific requirements using direct quotes, this was it would be easier to infer what the commissioners were requesting

# 7.5 Team Members

* Ali Noorani
* Alyssa Lamb
* Cory Arnett-O'Brien