CMP 4271

# Task: The Client Meeting.

## 6.1 Game Premise

The clients gave the team the task to create a game for their company’s personal use, based on the game “Toss the Turtle”. The aim of the game was to launch a character as far as possible using a slingshot or a cannon to gain the most points. The demographic for the game was 25-year olds and above, with a budget of £10,000.

## 6.2 Client Requirements

The requirements of the clients were obtained in a simple interview-style manner. The team asked the clients questions about their idea and in turn the clients gave their responses and shared their game idea. The interview-style method was effective aside from the fact that the clients had little idea of the game they wanted to commission.

## 6.3 Final Idea

The final idea that was delivered by the team was met with acceptance on behalf of the commissioning team and the audience. The team had managed to find a way to improve and add to the vague ideas given by the clients. The team did not want to copy the game example so they decided to add some improvements to the game like:

* Players can change their characters as they go along in the game.
* Players can earn coins in the game that allow them to make in-game purchases.
* Each character the player purchases has special abilities.
* Players can buy cannons to improve their launch distance.
* Players have to avoid obstacles when moving through a distance.
* Points are directly relative to the distance covered by the character.

## 6.4 Feedback

The game idea was met with positive reviews. The team decided to use only the gameplay of the referenced game and implements aspects that increase the game’s overall quality. The team decided that rather than having the turtle be the only character in the game, more characters should be added and should be able to be acquired so the game does not become repetitive and boring.

## 6.5 Problems encountered

A problem that the team encountered was at the beginning of the developing the game idea, there was so little information provided by the clients that it was hard to find a place to start, what to improve on or even implement. The team was given an almost empty canvas of ideas to develop a game, which led to a multitude of ideas but no clear idea where to implement the ideas

## 6.6 Improvements

In order to improve the next client meeting experience, the team would have to come up with questions that prompt the clients to think more in depth about their game than they initially did. There would also have to be a guide on how the clients want the game to be structures so the developing team will know how the clients want the game play to go along. The more questions are asked the more information the team will be given and in turn the better the game will turn out.

## 6.7 Members of the team

The members of the team include: Muhammed Zulfqar, Ngozi Egonu and Akash Sroay.