**Client Meeting**

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

The game “Supermarket Sprint” is an idea for a mobile game intended to play by families, the game is very much an addictive competitive game, very much like an arcade game, where the players scan barcodes on products in their household or in the supermarket to obtain tokens based on the items health ratings and it has effects on the ecosystems.

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

The requirements were effective, as the idea of the game was based on bringing people closer when competing with one another especially families, think of it as a treasure hunt for bar codes but everyone getting involved. Hence, objective was effective in terms of client’s income, they aim to make 20K – 30K in profit within first year.

**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, the audience liked the idea of the game bringing families together, with being competitive. The income made through advertisement and in app purchases, such as no adds for £3 and a double token to boost sales of game, hence being a free game, it will entice others to play which will target more income, making it more accessible to a wider community, so the commissioning team were happy about it.

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

The result of the feedback would be taken into account, as to improve the game flexibility the team needs to join wider community’s so having a wider audience could potentially allow better functionality feedback of the game, so the feedback will be taken into account to ensure we meet client standards

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

Yes, there were problems encountered, to produce the game client will need a budget of £10,000. This budget will be used to fund out a team of enthusiastic and experience developers to ensure the game is made well. Firstly, clients did not know how to reach for the required budget of the game, so not knowing this would affect the product as an overall to being produced, effectively with solid help. Therefore, whilst the budget will help go towards maintaining the network and coming up with regular updates, did cause intense pulse between the clients, as it’s a highly essential functionality that needs to be included in the whole process of the game.

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

To allow creativity to be flexible without limitations of the budget was concluded, because we need that motivation amongst each other to creating the game prototype to ensure the funding is accepted. To include artists in designing the overall game aspects to give players a good feel of the game overall. Therefore, coming up with the game was difficult and clients did overcome them through maintaining strong connection as a team.

**A list of the names of the members of your team.**

Saira Mahmood, Ben Miller, Reece Taylor.