Diary week 6

6.1 Game Idea

The game idea that was asked during the interview was a point and click style game that was educational for children. The game was aimed towards children who were going to hospital for the first time and were anxious about what they were going to go through so this game was going to educate children on what happens in the hospital.

6.2 Requirements

The approach that we took was asking various questions based around what the clients wanted from the game. We asked them questions about what type of game they wanted and what the budget of the game was to get enough information for use to start developing a game to their liking. This was effective as we were able to get an understanding of what kind of game the clients wanted.

6.3 and 6.4

Due to technical errors, we were unable to present our idea to the commission team so we do not know whether our idea would have been accepted or not. This also means that we did not get any feedback from the idea due to not being able to present

6.5

Some problems when it came to the interview was that there was a lack of information in some areas. The client did not explicitly say how they wanted their game to look and they only gave us vague answers to our questions. This made is more difficult when thinking of what the game would be. In addition to this, the clients were also unsure of what kind of game they wanted, and they didn’t know how they wanted the story to plan out within the game.

6.6

I think that the questions that were asked could be improved. If there are more precise questions asked during the interview, then it may make it easier for the clients to know what they want and answer the question easier and it will also allow us to break down the information that we get from the interviews a lot better. This will also make it less confusing for the client because if they are confused, then they will not have a clear image of the game they want in their heads and this will make it more difficult for us.

Team

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