*Week 8: The Client (Player and Experience)*

## Introduction

Teams are tasked to be both clients and interviewers. As a client, you will be interviewed by a different team and provide information based on the questions asked. As an interviewer, the team will need to get as much info from them as possible to create a game that meets the requirements.

## Interview

From the interview, the team managed to get some information from the clients in regards to the game.

* Game has to be an online multiplayer strategy game
* Playable on mobile devices
* Target audience would eb teenagers (15+)
* Players need to be invested in the game for a long time
* Game needs in-game revenue
* Budget is set to £50,000
* Game made was popular upon release but faced issues maintaining player base and generating revenue

## Issues encountered by clients

An issue the team came across was the revenue for the game made by the clients. Also, players lost interest towards the game after playing it for a long while (around a month or so).

## Game idea and background

The team decided to go with a top-down isometric 3D game, where players are put into teams of 4. The goal is to make a strategy online game that is multiplayer-based. There will be in-game voice chats enabled for better communications between teams. Players are tasked with moving around the map, collecting items and weapons and eliminating other players. The isometric-style was chosen as it would be easier to run and control on small mobile devices. Daily/weekly rotations of missions will be applied to make players engage with one another and the game more. Also, monthly updates and events are added to keep the thrill and excitement of the players. Moreover, the team made it so that the game is not ‘pay to win’ so all the players will be somewhat on the same level.

## Game development

Coding the game will be managed and done by the team members and University students. The programming language used will be C++ as we believe it will be easier to code the game as it is an online game. The budget is set to £50,000. 60% of the funding will go to the students as they helped the team code the game. Therefore, £30,000 will go to the students and £20,000 to the team. In addition, promoting the game and advertisements will be covered by the team.

## Game improvements

The team decided to work on ideas to help increase the revenue of the game. The game will allow purchases of different skins and cosmetics for various characters. Different weaponry can be bought at the start of the game which will provide new players with a better chance of winning. To do this, in-game currency needs to be earned through winning matches, eliminating other players and completing missions. On a side note, this can also be purchased with real-life money. Furthermore, to keep players invested, daily/weekly missions and monthly events have been added to encourage more engagement in the game. Some of the budget will be spent on making free updates such as adding more maps and weapons.

## Decisions of clients

Our clients have approved of our game idea and decided to fund us. They said that the team basically enhanced their game further but made it so that the game will gain more revenue and players.

## Improvements

Asking more valuable/better questions that benefits the team as it allows them to think of more ideas to implement into the game.