Diary entry 5 – Client Meeting

5.1 Introduction

The team conducted an interview with the client and found out that the game:

* Is a car racing game
* Needs to include models of the company’s cars
* The game is for men over 40

From this the team came up with the idea that their will be 3D models of the cars on podiums that the players can look at to be able to have a good look at the cars and can then choose one to be able to race it around a tack and gat a time which they will be able to see on a leader board.

5.2 Gaining the information

To be able to get the information about the game from the clients we started by asking broad and generic questions, to try and work out what the game was about and find out more about the clients themselves. These questions included: “What genre of game do you want?”, “Who is the game aimed at?”, and “What is your company?”. From the answers we got from these questions we were able to ask more specific questions about the game to work out that the client did not mind if the game was 2D or 3D, and that the client wanted this to act as marketing for their cars. The team decided to make the game 3D we felt this would give a better representation of the cars and would have a bigger effect on the sales of cars than the game being 2D.

5.3 Feedback

After presenting the idea to the clients they accepted the idea.

The clients thought that the idea of the game was very good and fitted what they had in their mind. For the game we were wanting to have 3D scans of the cars so that it was accurate, they were not fully sold on this idea and gave the suggestion to make one model of the car and then put on different skins on it to make it look like the other cars. This idea might work if the cars look similar in shape too each other, but when we asked the clients about the cars they kept on saying “they are luxury cars” and gave no more information so we had no idea if the cars they sell loo similar or not so a 3D scan was the best option.

5.4 Teamwork

The team did not have any major issues when coming up with the idea. The team did seem to procrastinate slightly at the start, but once the team started talking and sharing ideas for the game they worked well together and efficiently.

The team did not conduct the interview in the best manor as occasionally people would be asking questions at the same time as each other which made it confusing. In the future the team needs to talk before the interview to discuss what questions to ask to ensure that we gain the most actuate information from the client.

5.5 Team Members

* James Wilson
* Connor Hadley
* Zakaria Ahmed
* Ngoc Huy Nguyen