**Play Testing**

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**1.1 Game idea**

After an interview with the client, the game idea was that they wanted a game to attract more customers onto their website, a marketplace where they sell their cars on. This game was to be a web-based car racing game that would be implemented onto the website to showcase cars they own and a racetrack to test drive. Customers were usually males over 40 who are car enthusiasts so 3D scans of cars are used in game to ensure satisfactory.

**1.2 Client requirements**

The client was a business company that wished a high-quality game that bought in more traffic to their website, so everything had to ensure that this would attract more customers. General questions were asked (what, when, why) to gather requirements, this was efficient as we know exactly what the client wanted e.g. we know they wanted the game released within a month. After this, we went into detail in questioning to know exactly what they wanted.

**1.3 Results**

From this, the final idea was accepted by the team as we had proposed our idea that reflected what they wanted. The idea was best prepared to tackle the situation they had given which was a positive, however the cost they mentioned was an issue which is something the team should’ve asked with the client. To improve, a checklist is advised to ensure every question is answered.

Likewise, there were problems with coming up with the game, knowing what to add to meet all client requirements. High quality and a quick time to develop juxtapose each other so it was hard to achieve both requirements, to improve the team should acknowledge this in an interview and compromise with the client to meet requirements.

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