27/11/2020

CMP4271 Professional Practice for Games Development

Task 6

6.0 Introduction

The premise today was to both roleplay as a client being interviewed by a company to see what game we wanted to make and being the interviewers for a different team. The clients interviewed was Sean Colbourne, Giancarlo Trinidad and Sienna Jenkins.

6.1 Game Details

The Game had to be a point and click game for mobile devices. The game had to both help ease kids anxiety of going to hospital for surgery but also educational to teach the kids about how going to surgery is like. The target audience of this game will be children between the age of 5-12 going into surgery. The budget is between £0-£75,000 dependant on the donations that the hospital received. There is a two-month deadline to create the game.

6.2 Our Idea

The general idea we had for creating the game is:

* An adventure where the player explores the hospital on their journey.
* Have a storyline to follow along to, being the journey.
* Complete puzzles with actual puzzle pieces to progress and add enjoyment to the game.
* An informative but simple storyline for children to understand as it is directed at a young audience.
* Small exploration to different puzzles on the map to give the players a chance to explore.
* Add voice acting depending on the budget given so kids wouldn’t need to read.

6.3 Pitch

We were unable to give a pitch as nobody had a working mic, so we did not get the job.

6.4 Discussion

From interviewing the clients and making a pitch, I realised that it was harder to come up with a game idea following what a client wants, while asking questions to best get an idea of what I need to do, but we were able to come up with an idea and create a pitch in the time given. However, we could not give our pitch as nobody had a working mic.

6.5 Reflection

The team I worked with was Samiul Bari and Callum Weaver. What I learned was that working in a team would make work so much easier as your teammates would come up with an idea that another teammate may not have thought of.