The Client

5.1 Introduction

The game idea that was created based off the interviews was a website-based game that allows students the opportunity to tour the university. The game also allowed students to interact with the courses as well as the university itself where the different courses would contain minigames. It was created to be playable on multiple platforms. Buildings would captured in a picture format for the game to allow the students to get to know their surroundings as well

5.2 The Interview

During the interview, the team questioned the client about the game to find out what would be required. This was effective as the team was able to extract all the information needed to create the game.

5.3 Feedback and Improvements

The final idea was accepted by the commissions team and the audience. No changes would need to be given as there was no feedback. There were no problems with the process or the creation of the game – everything ran smoothly. Next time, it would maybe better if time management was better as the team began to run out of time near the end.

Team Members –

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