Game Dev Sim

Cat Burglar

Client Feedback

# Client Decision

After the meeting with the client, Dan Toose from the Academy of Interactive Entertainment, the Game Dev Sim team was given approval to commence planning and developing for the concept of the game which at the time of pitching to the client was called Thief in the Night (which was just a tentative title at the time, for the purpose of the concept pitch). Since the time of pitching the concept to the client, the Game Dev Sim team has decided that the secondary title of Cat Burglar is more appropriate and better fitting for both the description of what the players role is and the mechanics of the game. We also discovered at our meeting that the client has a fondness for cats and this encouraged us to change the name and make our player character a cat.

# Client Feedback

* The client specified he would like us to add co-operative gameplay, as he really likes co-op and multi-player games, another reason for him suggesting this is he believes that it will help to increase sales of the game.
* The client also said we could add competitive gameplay as well as of co-op as we raised the issue of the players competing against each other for the same in game resources, might make the addition of co-op play more of a competitive struggle rather than a desire to co-operate with each other. The client agreed with our suggestions and gave us the option of adding co-op or competitive game play.
* The client would like the games time limit function to be shown visually in game not just as part of the user interface, by either having sunlight come in through the windows to show it is morning, or by having the game change from night to day.