Consider the following questions based on the genre of game your group is discussing.

1. What kind of graphics are usually used with this genre?
2. Who is your audience? Is there a graphic style or type that is most appropriate for this audience?
3. What graphics work with the relevant platform(s)?
4. What kind of audio files are usually used with this genre?
5. Who is your audience? Is there an audio style or type that is most appropriate for this audience?
6. What audio works with the relevant platform(s)?

If any of your group already has examples of audio and graphic files you should share these with the group and discuss them.