

Questions For Interview

[Josh][System] What controls would you want to use, e.g keyboard + mouse, just keyboard, controller?

Will have a computer with a keyboard and a mouse. No controller, we can use only a keyboard, or keyboard and mouse. Keep it straightforward and simple, will have an audience with a wide variety of skills, make sure it's easily accessible. Focus on using WASD keys and spacebar.

[Jonathon][User] Our suggested keybinds for the basic controls of the chef are as follows: WASD to move, spacebar to interact, 1, 2, and 3 for the different chefs. Mouse would be used to interact with the interface, such as buying new equipment and editing options. Is this okay?

Consider the mouse to be an interaction, clicking be the same as the space bar, maybe allow the mouse to move. Mouse can be used to move, clicking a space to move. Perhaps also swap the chef/cook with scroll wheel, see quote: "Don't want to limit something, if it can happen it can be allowed to happen".

[Omar][System] Do you want the ability to change the controls? e.g keybinds

Maybe, not important. Very unlikely to be used

[Harry][System] Do you want a save/load game system?

No, only meant to be played for short periods of time.

[Josh][System] Are we allowed to code in features, but not have them functional (so our code becomes more likely to be picked at a later stage)?

YES YES YES YES

No insights, looking for a game that is presented on the open day, how it is developed not part of their concern. Totally up (it seems).

When asking the teacher: including code features to make the part 2 easier is definitely beneficial if we want to be picked, and will make the code cleaner with better practice for the future.

[Jonathon][System] Can we use a grid based movement and interaction system?

Grid based system is entirely viable, allow chefs to move around each other and through each other, the chefs should not block or collide with each other.

No collision detection.

[Omar] When customers arrive, should the player need to ask them for their order by moving a chef over to them or clicking a pop-up, or should the customer order be presented immediately?

No general idea, leave it up to the game developers and experts

[Harry][User] Should customer serving be queue based or in any order?

Customers arrive every now and then. Customers want to order within reasonable time. Achievable for a wide range of audience.

[Josh][User] The product brief states customers will arrive at different intervals, how do we determine these intervals?

Up to us on how we do it, make it simple, make sure anyone can do the tasks in the basic level, but make it scalable.

[Jonathon][User] Can we alter/change the example recipe? Should customers have different preferences, such as a burger with or without tomato.

Main game have little recipes, but endless can have extra recipes that make the game more complex and fun. NO random recipes, keep everything the same.

[Omar][User] Can we add an earning system?

No earning system needed atm, but add the time the user took to finish or some way to score the players performance

[Harry][User]Do we need to implement accessibility settings? I.e. A colour blind mode?

Relying purely on the visuals, no sound, not much text. Will not need a specific option, just make sure we can differentiate them. Not really any point in adding a colour blind mode.

[Omar][User/System]Would you like a multiplayer feature, so players use WASD and Arrow Keys to control two separate chefs? - ask: 'Is this going to be a single player game?'

Yes, no multiplayer features

[Harry][User] Do you want the endless mode to be an unlockable feature, or is it meant to be there from the start?

TUTORIAL MODE, INTRO VIDEO, "ARCADE GAME WAITING LOOP", activated by inactivity timer.

[Josh][User]We are told we lose reputation points when we don't serve the customer in the allocated time. Does the timer reset or does the customer leave?

This is another gameplay question, again it is up for us.

[Jonathon][User]Maximum number of ingredients the chef/cook can carry? Does this stack with already cooked or prepped ingredients?

[Omar][User]Can the chef/cook place the ingredients/meals down on "empty" counter space, or should the ingredients/meals only be placed onto cooking/cutting/serving areas?

No general idea, leave it up to the game developers and experts

Legal aspect thingy add on:

Make sure that what we are using is licensed appropriately. If we created the sprites and stuff that would be good.

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EXTRA NOTES:

Game is SPECIFICALLY MADE for uni days demo, it is only meant to be played for 10-15 minutes

Main scenario should be very very easy, should be super easy for people who have never played games before. Anybody should be able to play the game with only a little instructions.

Main goal, the project should be very very fun and simple, the gameplay should not be complex.

ARE ALLOWED TO HAVE FEATURES WHICH ARE HIDDEN AND UNUSED IN THE INITIAL DESIGN.

Auto play mode? To give them a demo? Maybe even a recording of another user playing the first scenario as a wait screen with a demo of how the gameplay loop works.

MAYBE: Add a little pop-up appears at the start of the game, and on the pause screen of the game to display the controls

Anybody who wants to make any game assets for us is able to, we don't have to make them ourselves. Jonathan: I have a friend in game design who might help with some baseline assets we can use.

Requirements:


2a)

To first elicit our requirements, we first got a Single Statement of Need. This is a concise statement that told us what our goal was, in this case our goal was to create a pizza game called "pizza panic" with two customers. One being our main customer, and another being the University of York Communications Office, who will use our game at an open day.




Once we understood the SSON, we moved onto understanding the User Requirements, we contacted and got into a meeting with our main customer early on in the process to find out about the tasks that the users should be able to carry out using our system. We noted down the customers' answers and categorised them into their respective requirement type (e.g Functional Requirements). As well as this, user requirements were gathered through the product brief our customer had given us.

From these two, we then designed the appropriate system requirements. Which were further divided into: Functional requirements and Non-functional requirements. These system requirements were what requirements needed to be met in order to meet the user requirements.

Functional Requirements







Functional Requirements



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User Requirements

	A	B
1	ID	Description
2	UR_Controllers	Users will be using a keyboard and mouse, meaning the user has no controllers to use
3	UR_ControlInteraction	Users would be prefer the mouse click to the same as the space. With a possibility of being able to use the mouse to move
4	UR_ChangeControls	We shouldn't implement a way to change controls, it wont damage the game but is not necessary
5	UR_SaveGame	The users should not be able to save their game
6	UR_CustomerArrive	Customers should arrive one by one, and will wait indefinetly. The only thing displayed is how long it took for them to be served
7	UR_CustomerOrder	The customers don't need the user to greet them to order their food.
8	UR_GameRecipes	Game recipes should have no random recipes
9	UR_SinglePlayer	The game is a single player only game
10	UR_Gamemode	At this stage in time there only needs to be there is no need for an endless mode.
11	UR_GamingScore	Users should be given a way to measure their score.
12	UR_ChefControl	Users must be able to control the chefs and be able to switch between them
13	UR_Gamedisplay	The game can be displayed in any way
14	UR_SafeGame	The game should not crash the system
15	UR_CookMove	The user should be able move the cooks
16	UR_Interact	The user will interact with different workstations
17	UR_Recipe	The chefs should follow recipes to make:Salads,burgers
18	UR_Pantry	The pantry should contain the ingredients in the recipe
19	UR_CookPantry	Users expect the chef to use endless ingredients
20	UR_Counter	Users expect a counter where customers wait to be served.
21	UR_Reputation	Users expect reputation to serve as lives, where the user starts with 3 and when they loose all 3 they lose the game
22	UR_Gamewin	Users expect the game to be won when the last customer leaves
23	UR_Earnings	Users expect the game to give them earnings as they progress through the same
24	UR_PlaygameTime	Users expect the game to finish fairly quickly as it is for a demonstration
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Non-Functional Requirements

	A	B	C	D	
1	ID	Description	User Requirements	Fit Criteria	
2	NFR_NoCrashing	Under any circumstance, there is no reason for the game to crash	UR_SafeGame	0% crash rate	
3	NFR_ShortGame	The system shall expect to close around 5 minutes	UR_PlaygameTime	Expected Game Length < 10 minutes	
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