INTERVEIW TO DISCOVER CLIENT REQUIREMENTS DATE: 01/11/21

What does the client consider makes a good game?

* Does the easy usability of the GUI make a game better?
  + Yes, I think that a good UI is important when making a game because it allows for easier navigation for the user.
* Are music/sound effects important to a game?
  + I think they are because it can make the game more immersive.
* Does an aspect of competition against others make a game more fun?
  + Definitely, I enjoy games where I play against others.
* Do you think that repetitiveness within a game makes it boring?
  + Depending on the game, repeating the same actions can’t be fun without a reward.

How hard can a game be, whilst still maintaining an enjoyable environment?

* Does a higher difficulty of games make you want to not play them?
  + Difficulty isn’t the most important factor for the game to be fun. I think that games can be enjoyable no matter the difficulty.
* Do you prefer games that are more relaxing rather than challenging?
  + Depends on how I am feeling and who I am playing with. I enjoy both.
* Are easier games hard to stay engaged with?
  + Yes, however, if I am playing with friends then it is enjoyable.
* Should games have a development of difficulty (e.g. become harder the better you do?
  + I think so because otherwise games can become boring and repetitive.

Are online games with friends considered more enjoyable than single-player games?

* What do you prefer more, online games or single-player games?
  + Online games, it is more interactive and enjoyable
* Do you regularly play and enjoy online games?
  + Yes, I play them every day and love them
* Do you play these games alone or with others (either friends or strangers you meet)?
  + Both, I like to discover new players and also enjoy playing with my friends
* Is communication required for an online game with others to be fun?
  + Yes, part of the fun is the communication with others