

# Demand Analysis

Witness Paradox





01

Software  
Requirements

02


User  
requirement

03

Positioning  
and  
prioritization  
of functions

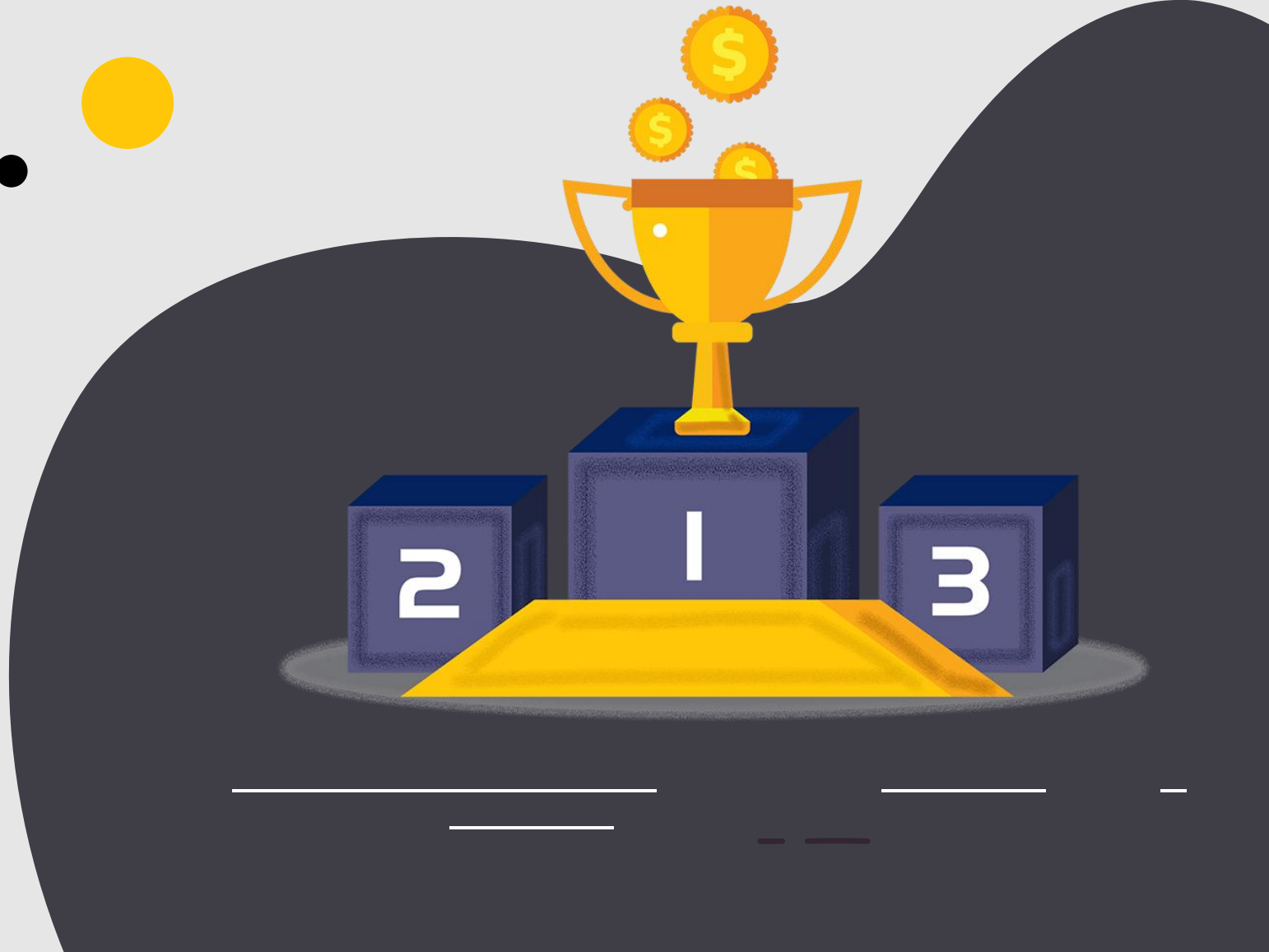
04

Work  
Breakdown  
Structure



# Part one.

## Software Requirements



# Software Requirements

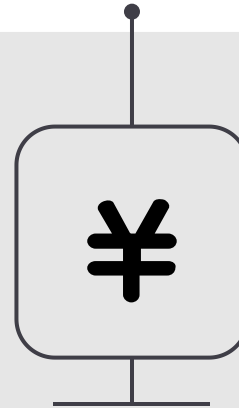
Functional  
Requirements



Development  
Process  
Requirements



Non-  
Functional  
Requirements



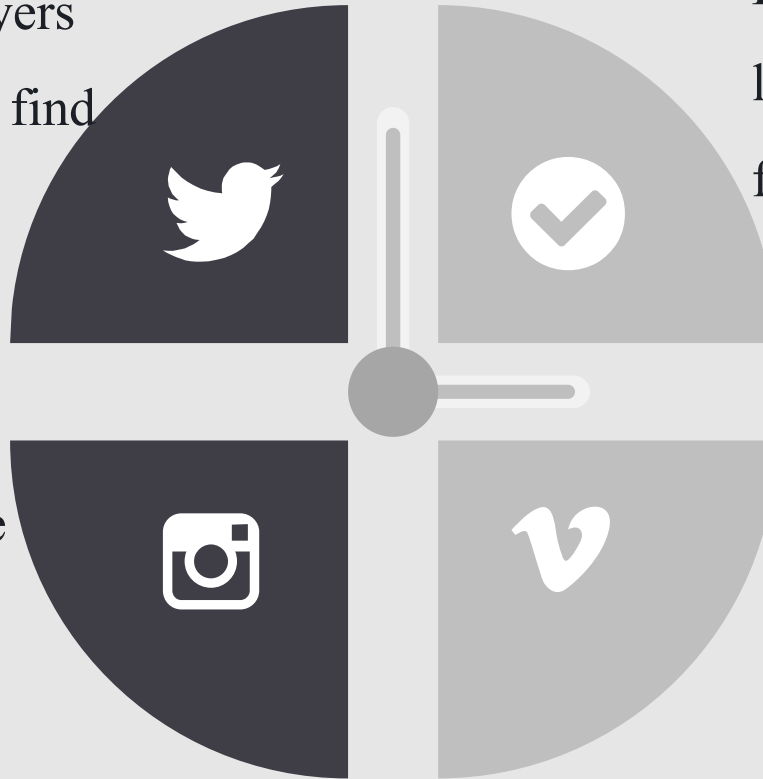
Overall  
Requirements



# Functional Requirements

**Plot-driven escape game:** Implement a plot-driven escape game where players analyze scenes, gather information, find clues, and solve puzzles to escape.

**Multiple gameplay modes:** Provide various gameplay modes to increase player enjoyment and experience.



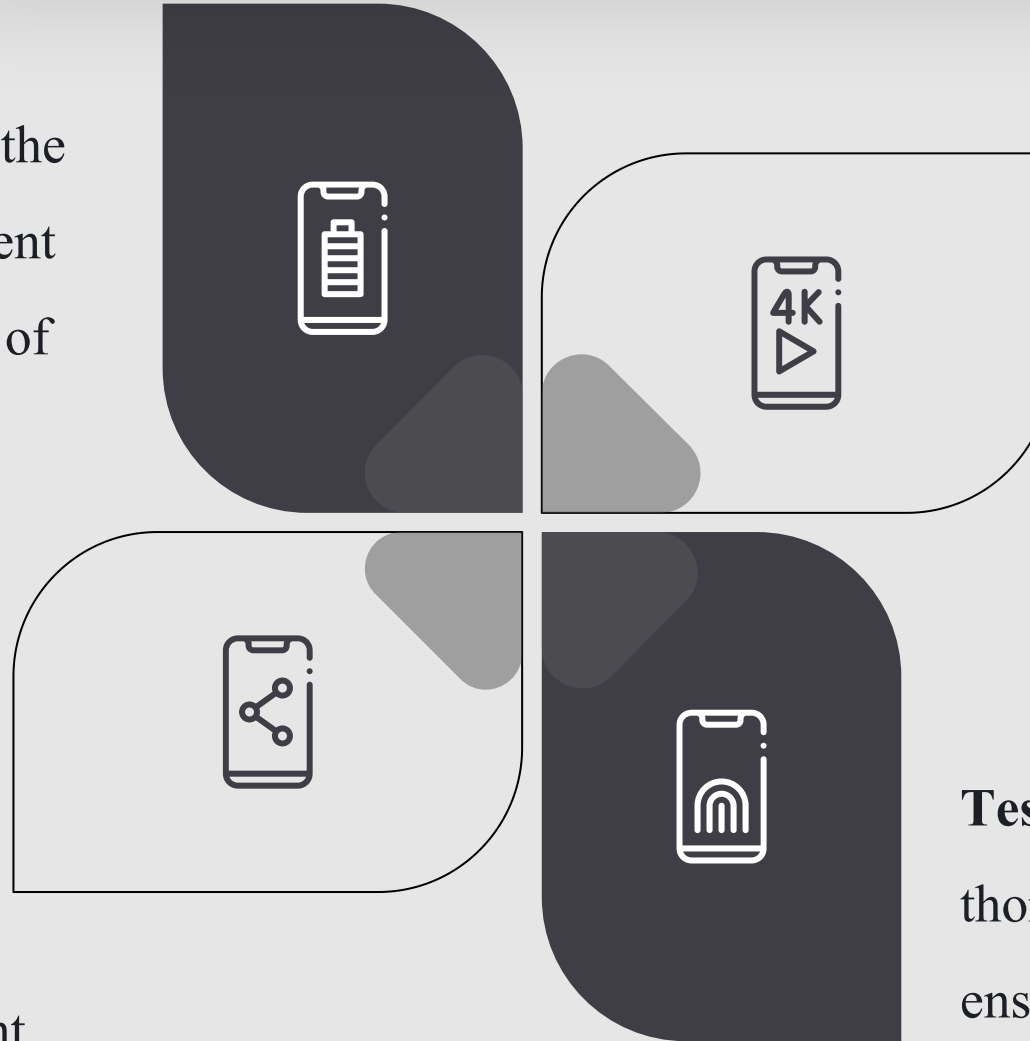
**Level design:** Design appropriate levels to ensure players have enough fun and challenges.

**Puzzle game elements:** The game should include puzzle game elements to develop players' logical thinking and problem-solving skills.

# Development Process Requirements

**Use of Unity engine:** Choose the Unity engine as the development tool for quick implementation of game features and scenes.

**Team collaboration:** Establish effective team collaboration mechanisms to ensure an efficient development process.



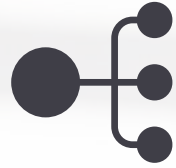
**Iterative development:** Adopt an iterative development approach to allow continuous evolution and improvement of the product.

**Testing and debugging:** Conduct thorough testing and debugging to ensure game stability and quality.

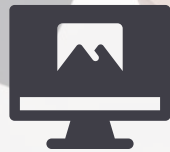
## Non-Functional Requirements



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**Platform compatibility:** Make sure the game runs on the target platform and various devices, and has good compatibility.



**Security:** Ensure the security of the game to prevent malicious attacks and data breaches.

# Overall Requirements



**Fun and entertainment:** Provide fun and entertainment through the game, allowing players to enjoy the gaming experience.



**Intellectual development:** Help players develop their intellectual abilities and problem-solving skills through puzzle game elements.



**Stress relief:** The game should help players relieve stress and provide opportunities for relaxation and entertainment.



# Part two.

User  
requirement





## User Group

**Student**

**Adolescent**

**Adults  
who like  
venture**

# Questionnaire



**01**

The subject's  
interest in  
deciphering  
games



**02**

About the  
respondents'  
location of playing  
such games



**03**

About whether  
the respondents  
play such games  
online



**04**

About respondents'  
views on the price  
positioning of  
decryption games

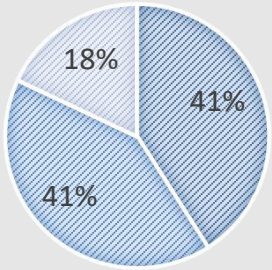


**05**

About  
respondents' views  
on multiplayer  
gaming in  
decryption games

# Survey Result

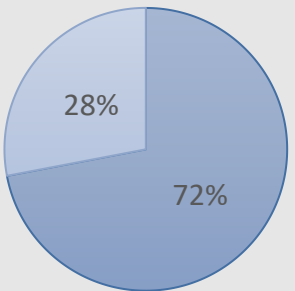
■ high ■ normal ■ low



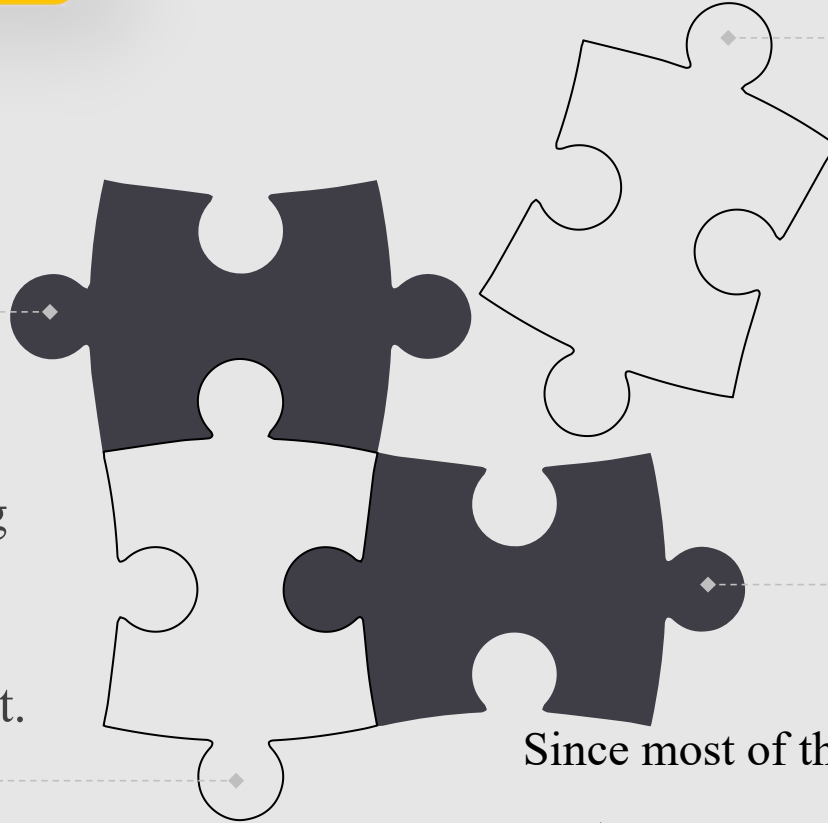
Surveyors have high interest in deciphering games and have a relatively good market.



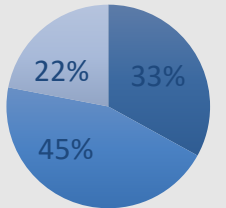
Compared with offline play, respondents prefer to play decryption games online. And a large number of respondents have experience of playing decryption games online.



■ online ■ offline



The survey found that there is a lot of interest in multiplayer decryption games, so this can be a strength for us.

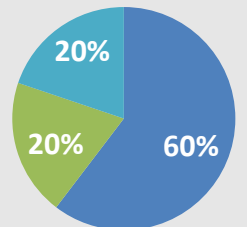


■ Single player  
■ Multiplayer player  
■ It doesn't matter.

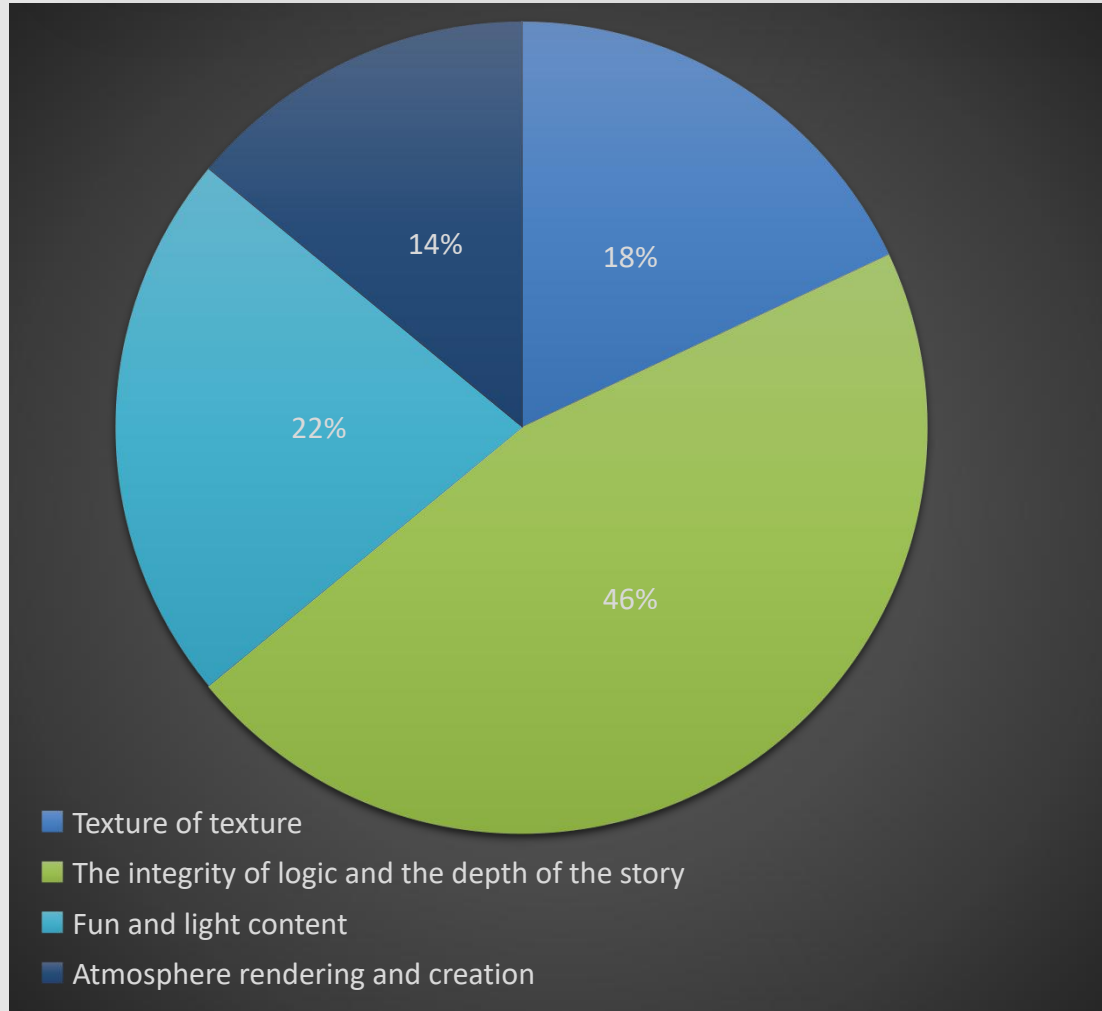
Since most of the potential customers are teenagers, we set a low price to attract users. The research shows that we are right, low price is easier to attract more users



■ low price is better  
■ high price is more reliable  
■ It doesn't matter.



# User Demand for Game Content



Texture of texture	The integrity of logic and the depth of the story
Atmosphere rendering and creation	Fun and light content

So the survey shows that we need to pay more attention to the integrity of the story and the logical rigor of the game.

# Part three.

Positioning and  
prioritization of  
functions



# Why did we choose to make games



At present, the pace of life is fast, and the public needs more projects to help the spirit relax to relieve the fatigue of life, and relaxed and interesting small games have become a quality choice



We think these minigames are more fun than other games. The design of adventure class enhances the compact and playability of this game, which can give users a better play experience.

## Determine the role of positioning and prioritization



When designing our game, we did a functional prioritization analysis to determine our main direction.



Having established the main design features of the game, we spent more time and effort to highlight our features.



# Division of priorities



## Core

Excellent story-driven game. Every part of the game is connected. The story is tight, and there are a variety of very interesting game modes and easter egg minigames

**Mission**  
Critical: Ensure that the game can run across target platforms and devices and ensure its security.



## Context

Good interface design and unique pixel style design

**Enabling**  
Has multiple skin designs that provide a superior experience



# Part four.

(Work Breakdown Structure)





Puzzle Game

line module

beginner game guide

saved game

Game Management

update

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# Thank you

Witness Paradox

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