Interactive Media – Unit 1 – LO2

Lesson 9 – VG Development – Development Process

Worksheet

1. Starter – Without speaking to a client in person, how would you know what they want from a product?
2. Starter – What steps could you take in order to ensure you get every part of a product completed in time?
3. Task 1 – For each of the following tasks, explain which phase they would be best suited to and why.  
   1. **BRONZE** – Deciding which colours will be used for the interface.
   2. **SILVER** – Checking that all of the requirements have been met.
   3. **GOLD** – Setting who will be on which task and when.  
        
        
      **Challenge** D – Creating the supporting documents.
4. Task 2 – Read through and analyse the brief below this question, then complete the following tasks.
   1. **BRONZE** – Note down what additional information is needed.
   2. **SILVER** – Explain why you need that additional information.
   3. **GOLD** – What could happen if you don’t have all of the necessary information?  
        
        
      **Challenge** D – How would this effect the overall project?

**Brief:** Your client requires for you to produce a game that they are going to sell. This game should include some levels as well as ten playable characters. These characters should have their own unique abilities.

1. Plenary – Read through and analyse the amended brief.
   1. **BRONZE** – Is all of the information you need now there? What has been added?
   2. **SILVER** – How else could you obtain this new information?
   3. **GOLD** – Would you be able to plan the product now? Explain your answer.