References

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Assets

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https://arks.itch.io/dino-characters?download - game characters
https://opengameart.org/content/sci-fi-interior-tiles - Map tileset
https://github.com/czyzby/gdx-skins/tree/master/comic - Game UI skin

Appendix A: Team-Customer Meeting 1

Questions
1. Are the infiltrator abilities mentioned in the brief compulsory or an example?
2. Are all infiltrators able to damage the player (the brief has mentioned the player healing) - and do we want the environment to be able to damage the player?
3. Is the sabotage instant or over a period of time?
4. What keys should be used to control the player?
5. Do we want any obvious links to UoY? (e.g. UoY branding, Central Hall as the spaceship)
6. How should a sabotage attempt be reported?
7. How long should a sabotage attempt take?
8. Clarify essential systems to be able to sabotaged
9. Get them to check through ideas for rooms/ powers
10. Graphics - 8 bit style, or other? Do we need to design our own?
11. Which OS is the user using?
12. What is the system spec the game is expected to run on?
13. Should there be a maximum time-limit, or will the game run indefinitely? If so, is it declared as a tie if the maximum time limit is reached?
14. Would you like the option to customize Auber?

Notes (Duplicate/Similar Qs were combined)
Q: Are the infiltrator abilities mentioned in the brief compulsory or an example?
A: The abilities mentioned in the brief are examples and are not compulsory.

Q: Are all infiltrators able to damage the player (the brief has mentioned the player healing) - and do we want the environment to be able to damage the player?
A: Yes, all of the infiltrators can cause damage to Auber through different mechanisms. The environment can indirectly cause damage to Auber including toxic waste or traps caused by the infiltrators. However, not necessarily like walking into sharp corners etc.

Q: Is the sabotage instant or over a period of time?
A: There needs to be sufficient time to allow Auber to arrest the infiltrators. Once a system has been destroyed, it cannot be repaired, and an average game should last between 5-10 minutes.

Q: What keys should be used to control the player?
A: Standard keyboard and mouse for control

Q: Do we want any obvious links to UoY? (e.g. UoY branding, Central Hall as the spaceship)
A: Branding isn't required and there does not need to be any direct link to the University. However, there should not be any excessive gore, violence or profanities etc.

Q: How should a sabotage attempt be reported?
A: It is optional as to whether Auber receives any notification of sabotages.

Q: Can you clarify essential systems to be able to be sabotaged?
A: Essential systems can be affected by the infiltrators such as doors and lighting. However, cannot be completely destroyed.

Q: Graphics - 8 bit style, or other? Do we need to design our own?
A: There is no preference on graphics or style. However, it was specifically mentioned to avoid flashing lights (epilepsy) and do not put too much emphasis on the role of colours within the game (to permit colour-blind users). Dimitris also shared a link: http://gameaccessibilityguidelines.com/basic/ which provides accessibility guidance.

Q: Which OS is the user using?
A: The game will be cross platform by default and will be developed for desktop use, rather than mobile or web.

Q: What is the system spec the game is expected to run on
A: Relatively modern computer, one or two years old. Assumed to have at least 4GB memory and should run full screen on a varying size of monitors.

Q: Would you like the option to customize Auber?
A: This is optional, not required.

Miscellaneous Points
- When using LibGDX, select Desktop in the options to reduce confusion.
- The game needs to have a demo mode, where it can play by itself without any user interaction.

Attendees: Ben, Chloe and Matt.

Appendix B: Team-Customer Meeting 2

Questions

1. Demo mode - does this need to run for the time of a full game? Is it a shortened full game? Demo should hopefully be able to run in a loop for as long as required. Short snippet of the game and should last roughly 30-40 seconds.
2. Should there be friendly NPCs which are not hostiles?
3. If so how many should there be
4. Do the imposters need to be uniquely identifiable from the other NPCs
5. Should there be a penalty for arresting a friendly npc?
6. Clarify on the teleport - is it only to the infirmary/control room?
7. Does the player automatically teleport to the jail when arresting a hostile?
8. Does there need to be a tutorial mode?
9. How many total sabotages should there be? (should auber lose at 15/20 or 15/15 ect)
10. Should there be a cooldown on the teleport mechanism to avoid overuse?

Notes

Q: Does the demo need to run for the length of a typical game (5-10 minutes)?
A: The demo should aim to last between 30-40 seconds and just needs to be a short snippet of the game running on a loop.

Q: Should there be friendly NPCs that are not hostile?
A: Yes, friendly NPCs should be included. There is not a set amount required, as this should contribute to the overall difficulty of the game.

Q: Do the infiltrators need to be uniquely identifiable from the other NPCs?
A: There is no requirement to give infiltrators distinct characteristics but should look similar enough to decorative NPCs to allow them to blend in.

Q: Should there be a penalty for arresting a friendly NPC?
A: There should not be any option to arrest a friendly NPC. Any additional characters are purely decorative and serve no function.

Q: Does the player automatically teleport to the jail when arresting a hostile?
A: The arresting mechanism can either instantly teleport an infiltrator to the jail or require being taken to a teleport pad/jail.

Q: Does there need to be a tutorial mode?
A: The game is aimed towards players who will play the game once. Therefore, it is recommended to include a tutorial mode, either in the form of a step-by-step walkthrough or by incorporating on-screen hints during gameplay.

Q: How many total sabotages should there be?
A: There should be more than 15 systems that can be sabotaged. Systems cannot be repaired so once the target is hit, the game ends.

Q: Should there be a cooldown on teleport to avoid overuse?
A: The teleport mechanism can be used as frequently as required. It is not necessary to restrict the number of times that Auber can travel between rooms.
Attendees: Chloe, Lewis, George and Ben.