Hardware Requirements:
1. Any device requirements (if it must run on any specific devices) ?
2. Control Scheme? (Keyboard / Click and drop / Click F to Flip? / Space to switch to next chef?)
3. Should all the elements be on one screens - or can the game move between screens

User Experience:
1. What accessibility features should be included?
2. If there should be a menu screen?
3. Should the user or the game have the capability to configure the number of customers (outside of the default of 5 customers, could these be set as 'Easy' (5 single customers only) +'Medium' (12 groups up to 2) 'Hard' (20 groups up to 3) Modes)
4. How orders/recipes should be displayed. Do they get a tutorial and have to remember or get reminded: (graphically (ingredients displayed) or textually (like a written order))
5. How would you like users to be informed when an action is complete / in progress (progress bar, visual / audio when finished idle task (waiting for burger to cook))

Audio & Visuals:
1. Graphical requirements (is there a 2d specific art style)?
2. Audio requirements (music and sfx)?
        a. What style of music - should it be loud or quiet in the background

-Functionality:
1. "Cooks can interact with an ingredient station to add an ingredient to the stack they are carrying" - Clarify how the Chef's will hold the ingredients using the 'stack'
2. What are the system requirements that you need (does it need separate user accounts, or just a general single player game)?
3. Will Ingredient stations contain all of the ingredients and the user has to pick which one they need, or each ingredient station has one type of ingredient?
4. Will all recipes be asked by the customers at the start of the game or will they only ask for the easy recipes initially (salads)
5. How do chefs assemble plate-up the food, place ingredients one by one at the serving station in the order of the recipe?
6. Are dishes infinite and do they need cleaning?
7. Is the kitchen layout predefined or do users get a choice of kitchen?
8. Can Chef's walk through each other? Interact with the same station?
9. What fills up the rest of the space, can there be counters for placing down ingredients?
10. Will recipes such as burgers require variants (for example a cheeseburger (patty, bun, cheese) or always just plain ones)
11. Are all recipes the same or have variations (only plain burgers, or customers will request cheese/onions)?

12. How long should each game las

University of York Communication Office (other stakeholder):
1. If there are any personal customer requests for the game, specific features?

Altered/Removed Questions:
What kind of salads or burgers are necessary for the game, can it be any ingredients we decide?
→ Are all recipes the same or have variations (only plain burgers, or customers will request cheese/onions)
Can there be one universal cooking station or 2 separate ones for cutting and cooking & Is the cooking station separate from the frying station?
 → The Product brief makes it clear of the four different stations (cutting, baking, frying, serving)
If there are any external body rules / laws that must be followed (data protection act etc)
→ Question for the QnA/Practical not the customer

Hardware Requirements:
1. Computer Games, Open days (presentation) 13inch screen, big screens 32 inch
2. No specific control schemes recommendation WASD, Arrow Keys, Mouse. Non-standard explain controls
3. No strong requirement for switching scenes (maybe something to keep in mind for interrupting the game)
4. Operating Systems (Windows, Mac, Linux) AT LEAST 2 - Note that there are slightly different syntax when it comes to different operating systems but use Java documentation online to aid in making it cross-platform compatible.

User Experience:
1. essential be careful when designing for graphics (colour blindness - use shapes different hat) , nice to have (increasing text size), nice to have be able to customise control
2. Main menu, with options
3. Difficulty modes for scenario seems like it went down well
4. Learning the game: How to play screen (minimal), Reminder to what they want (bubble above customers head)
5. Progress in tasks: Progress bar, graphic (whole lettuce → in half → done)

Audio & Visuals:
1. 2D Top Down view (will get lots of assets for this), will be open day (appropriate graphics)
2. Audio feedback: finished (ding), up to us how busy we want to be (people coming in, chopping, sizzling maybe)
       a. Background music possible (see how busy it is) , nice to have

Functionality:
1. Cook can go to the tomato, then drop it. Grab tomato, grab lettuce, grab onions,
 - Dispose items, Must be able to see, the chef carrying, up to three items (can be changed)
2. Arcade system, no login. Nice to have, High Score Tables for each scenario mode (local file)
3. Each type of ingredient, has its own ingredient station (like Overcooked)
4. Cooking stations are what is bought (So buy a 2nd one later on)
5. Customer goes and grab it (waiting at the counter, no orders need to be taken,)
6. No cleaning required, no dishes, just serving windows
7. One kitchen layout
8. Bumped into each other,
9. I would not require it, but it sounds like a nice idea!
10. You're free to choose to go with a grid layout, or a more free-form style of movement. Grid layout is fine.
11. To keep the game simple, we'll have only one version of each recipe (so no cheeseburgers).

*Cooks are the character
*Switch between the character, one at at time
*Earnings: Up to us how we assign money for recipe
*Some kind of Interaction, of putting everything together nicely.
*No penalties for customers that don't want that recipe.
*Assessment 1 doesn't require customers to get impatient, starts,

University of York Communication Office (other stakeholder):
1. I mentioned the high score table, and the need for audio. I think it'd also be nice to have a bit of a grace period / countdown at the start of a game, so the player is ready to start cooking.
2. The main thing is to have something that attracts people to the stand and makes them feel like playing the game and having a chat with the presenter. You may want to think about ways to make that title screen / main menu more engaging.