Open world or linear progression?
Prefer Open world - linear games too predictable - other teams doing linear
- Rouge open world

How should the minigame be implemented?
Minigame light break from the main game. Create a proposal for minigame (can be relevant to the game)
- Gambling game?
- Post-battle gamble to increase/decrease loot?

Should the combat take place in a separate map to the exploration?
Doesn't mind if we have battles in a separate map or main map. A separate map gives more functionality.

What inputs should be used to control the player?
Would rather simple WASD movement (no added peripherals)

Must we ask permission to use lecturers as characters?
Would rather we got permission from lecturers to use them in-game.

Does the game need a save option?
Save option not required

What battle style is preferred?
Skill-based real-time battling

What style of graphics?
Indifferent - would like us to create a mockup to show him a proposal