**Client/adviser name and relationship to you.**

My client is my friend, Katie Zhao. We share a love for art and video games, and have participated in a video game design course together. Katie and I enjoy drawing, animating, and playing games together.

**Describe the problem requiring a solution or write your unanswered question.**

Katie wants a game featuring Snobby Dragon at a “snobby contest.”

**Describe the scenario in less than 250 words.**

Snobby Dragon is a character I created two years ago during my freshman year in drawing class. Katie and I have continued to draw and animate him since then, and it would be very cool to have him in an interactive setting. We have always wanted to create video games, and this would be our first real game created from scratch. Basically, we are continuing to expand on a idea that started as a doodle.

**Include initial consultation evidence.**

Me: Hello Katie! Is there anything you want me to code for you?

Katie: A game? We’ve always wanted to create one.

Me: Yes, okay. Is there anything specific that you want it to include?

Katie: Hmm… Snobby dragon!! What if we made him at a beauty pageant of sorts, but it’s a contest for snobbiness instead?

Me: Sure! Anything else?

Katie: Can it be like a role playing game? Where you get to be snobby dragon and do the different things at the pageant?

Me: Yes. That sounds good. So there are many different mini games as the different ways you are judged?

Katie: Mhm, perfect! Is this too complicated to make though?

Me: I think it’ll be okay. Thank you for agreeing to do this!

**Propose your product in less than 250 words.**

I will make a game featuring Snobby Dragon. The game will be set at a pageant where the goal is to be snobbiest dragon of the competing dragons. There will be rounds which are mini games, and the player will be scored on each. At the end of each round, the player would see there score based the score panels the three snobby judges hold up. At the end of all the rounds, the score of each round will be summed into a total score, and the dragon with the highest total score will be crowned the snobbiest dragon of them all. The player’s goal is to try and be the snobbiest dragon by getting the highest total game. For example, a mini game might be similar to the question part of beauty pageants, and the player has to quickly type out predetermined responses. This would be like TypeRacer. The more responses the player types out, the higher the score. Another game could be like the game, “The Black Knight,” but instead of swinging a weapon at passersby, the player would try to snobbily humph at people. The loudness of the humph could be charged by holding down the mouse key, and the louder the humph and the more people the player humphs at, the higher the score.

**Sketch a draft flowchart.**

