## Designer 1

### Requirements

1. “It’s important that the game play is fast and the controls are easy.” – Could you clarify this statement please? We understand what is meant here but how can we achieve this goal as a requirement? (Need achievable goals).
2. “The look we’re hoping for is a mixture of games from 70’s and 80’s arcades, possibly interspersed with some re-takes of modern games in a similar style.” – The artwork seems self-explanatory, but could we see a mood board or just some examples for a rough idea? (Clarify the Artwork just to ensure that the idea is correct).
3. “The games should have music and other effects and possibly some scripted sections to ease level development.” – Same issue as the Artwork, is there a specific theme that should transpire with the music and in game sounds? How could we best match this with the Art style? (Clarify the Music and Sounds in order to match the desired art style).
4. “or even a montage in production” – Not 100% sure as to what a montage in production is. Could you clarify what is meant by this idea?
5. “The game play is all important while the games are going to be short they need to be engaging.” – How would you describe an ‘engaging’ gameplay? What types of games or what feature’s in games keep you enticed and/or excited? (Clarification on gameplay).