## Problem Definition

### Problem

Client requires a Survival game. Described as similar to DayZ.

### Needs

Many needs are already shown in the structure diagram.

\* Skills

\* Crafting

\* Monsters

\* Weapons

\* Building

And more...

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## Feasibility

This project is not feasible for the following reasons:

An alternative solution exists which will satisfy most of the clients needs.

There will possible not be enough time to learn all skills required for the large list of needs.

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## Structure Diagram

![Structure](https://googledrive.com/host/0Bx-d6G8hYwBPcm9mb1VodGxTX2c/Survival\_Sim\_Structure.png)

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## Interview

Download: [7-04-2014\_Interview.aac](https://googledrive.com/host/0Bx-d6G8hYwBPcm9mb1VodGxTX2c/7-04-2014\_Interview.aac)