Client meeting findings

Q - What platform would you be using to play the game?

A - The market is students moving to university so whatever they would access to in general a basic laptop and desktop would be used. They would be able to use a mouse and keyboard for controls.

Q - What point of view should the game be from?

A - 3rd person perspective being able to move the character around the screen.

Q - would you like to be able to design your own avatar character?

A - that extra functionality would add to the game but is not a priority and should not be considered during the first part of the project.

Q - Any specific locations you would like to see in the game?

A - not specific, just cover the brief of having places to study and do activities. Consider places that you frequently visit as you are the students.

Q - Are there any specific activities that you would like to see

A - have a broad range of activities, so that everyone is covered. Don't just stick to sporting. Activities can also be just going home and having a rest.

Q - Is there a specific colour scheme you would like?

A - anything friendly with good connotations is fine

Q - Is there anything we can do to make the game more accessible?

A - don't have colours as the only marker, include text dialogue

Q - is there any preferred artwork you would like to see?

A - anything you think that looks cool, he has no preference

Q - What perspective would you expect to see the map?

A - it will not affect the gameplay so whatever you think is best

Q - How long do you expect each game to be?

A - 10 minutes for the game covering all 7 days will suffice

Q - How is the sleep function used in the game?

A - keep sleep as a marker to the end of the day, used to reset to the next day

Q - Should there be a way to refill energy?

A - some activities will use less than others, so there is an option to just go home and rest for an activity which is not technically sleeping.

Q - What should be the overall score system at the end?

A - normalised out of 100 would make the most sense, but any fun way of presenting the score is welcome

Q - Should the game include random elements like building closing etc?
A - not at this point in the game it would be considered to be too complex

Q - When studying is it for a specific period of time or is it a choice?
A - A choice would be good at the break down would effect the end score

Q - How is the end score formulated?
A - up to us how we monitor and decide the score just follow the brief

Q - How would the presentation of the end score look like?
A - provide feedback of the gameplay what they did well and what they could do better

Q - Would you like to see past scores?
A - a non competitive game so not a leaderboard but could save the players personal high score

Q - what should the start of the game look like?
A - presented with a start menu: sound options, score options, rules presented

Q - should there be background music during the game?
A - it would be nice anything that seems appropriate

Market Summary:
- The game is for 15-20 year olds so that give us the freedom to play around and make it humorous
- It is not intended to be a serious game