

## Stakeholder Questions

### **System**

1. What system will the game be played on (e.g. computer)?
  - How do you want the user to move their character (e.g. mouse or keyboard)
2. What system requirements should we be considering?
3. Any specific OS?

### **Events**

4. What is meant by an “event”? How elaborate does something need to be to qualify as an event?
5. Does an event need to be embedded into the world, or can we have a pop up window?
6. What kind of events do you want to see in the game? (Use our examples)
  - Quizzes
  - “Doors” and “keys”
7. Should the hidden events be negative/ positive/ neutral (or combination)?
8. How many events does a player need to pass through in a game?
9. What counts as a “fun interaction”?
  - Can you be more specific about what you consider to be “fun”?
  - What counts as an “interaction”? Does a message count?

### **Game Aesthetic/ Story**

10. Does the game need sound effects / music?
11. What kind of theme and colour scheme would you want for the game?
12. Are we able to use online graphics and sounds, or should we make our own?
13. Does it need to be established that we are running from the dean?
  - Could it be campus security instead?

### **Scoring/Game Ending**

14. How much of an impact should the time have on the score?
  - Is it point based?
  - How much impact should events have on the score?
  - Is there anything else you would like to contribute to the score?
15. How would you like score data to be stored? Would you like a login system?
16. Are there any other ways the game can end apart from escaping uni? (E.g. Character death)?
  - If not, does the game always HAVE to be completable no matter what the player does?

### **Difficulty**

17. Should the game have different levels of difficulty?
18. What should change per difficulty level? (e.g. time, ability to pause)
19. Can the 5 minutes of gameplay change with difficulty?

### **Audience**

20. What kind of accessibility settings would you like to see, e.g. resizable text, text-to-speech, colour-blindness colour scheme, dyslexia font?

21. What age range should this game be geared towards?
- Does the casual audience include children?
  - Does it need to be child appropriate/ friendly?
  - Asbestos

**General**

22. Is there anything you would like to add that you feel we have not addressed in this meeting?