**Analysis of Challenge**

“For this challenge you will interview a fellow student. Information gathered from this interview will be used to create a bedroom that reflects this student. Both visual and sound elements are needed for the final visualisation.”

* An interview to gather the necessary information for the room.
* Bedroom
  + Needs a bed as a minimum viable product
  + Extra things such as a wardrobe and desk can be added after the bed
* Reflects the student
  + The theme should demonstrate the findings of the interview
  + Personality can be reflected into the room, such as likes and dislikes
  + Could represent the way they lived in the past, and present, or how they would like to live
* Sounds
  + Interacting with models in the room could trigger a sound
  + Ambient sound
  + Music