

I then took to conferring with my most critical stakeholder, [REDACTED] on his general thoughts about this overview as well as any inclusions/exclusions that need to be made.

## My Email

Here I have overviewed a mock draft of the user requirements based only on the feedback I have received:

1. Main menu screen  
Game button: As the majority of my stakeholders found it natural to click on some sort of game button, it is probably unnecessary to look for an alternative implementation. The only change to the existing solutions would be the use of text to clearly indicate to the user the button they must click to enter the game.

Help button: Many of my users complained about the lack of clarity in instructions. I therefore aim to implement a help button which is clearly noticeable when a user first enters the game. This should stop the recurring problem my stakeholders had of immediately entering a game without noticing the instructions icon.

Settings button: This button was clearly a requirement by my stakeholders. This would open up the settings menu which allows the user to change a variety of customisable features. My initial plan of these features based on my stakeholders' requests is: the option to change tank colours, the ability to choose map complexity, the ability to change the controls and an option to alter projectile speeds.

2. The Game Screen  
The mazes: I will implement a variety of mazes of different complexities per my stakeholders' requests which highlighted the over complexity of mazes in 'Tank Trouble', and a lack of complexity for that of 'Tiny Tanks'. After each round, the mazes should change- the dynamism this brought was something my stakeholders were fond of.

Powerups: Due to the request of many stakeholders, I will aim to implement powerups in the game with a variable spawn rate also being a customisable feature in the settings menu.

Sound: Some stakeholders made known their fondness of the game music in 'Tiny Tanks' but also found the 2-song sound track to be very boring. I therefore will aim to implement sound effects into the game which are less likely to become monotonous but add dynamism to the game in order to keep user engaged for longer. Additionally, I will make a volume tab where the user can change the amplitude of the volume whilst in a game.

Are there any features you feel are missing or need to be excluded (would a scoring system be necessary, potentially in-game music)?

## 'Response'

Hi [REDACTED]

I think everything here is good, however there are a few things that I think you should add. A scoring system would definitely be necessary as the players need to be able to see who is winning. I don't think that the ability to change projectile speed in the settings menu is a good feature as it would just take longer to get used to the different speeds while playing. Also, I think it is important that you include something about the game design/ colour scheme – I personally think that a white background with vibrant tanks (e.g. red/green/blue) is the best way to go. For me, in game music isn't a huge factor and, in most scenarios where I would play the game, I would turn sound effects off anyway.

Good luck with the game,

Based on his feedback, the in game music is a feature I will omit. I also aim to implement a scoring system as he suggested similarly to the approach of 'Tank Trouble' in order to add longevity to the game. The stylistic features that he mentioned will also be considerations I make when I come to form the finalised version of the user requirements.