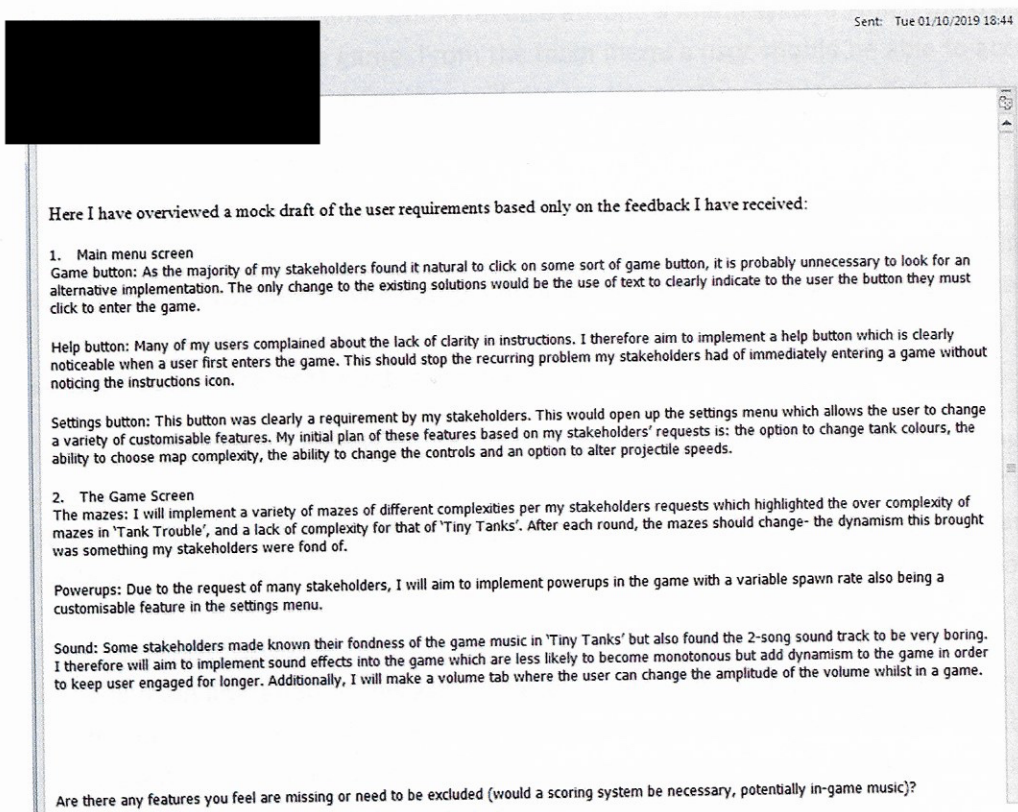
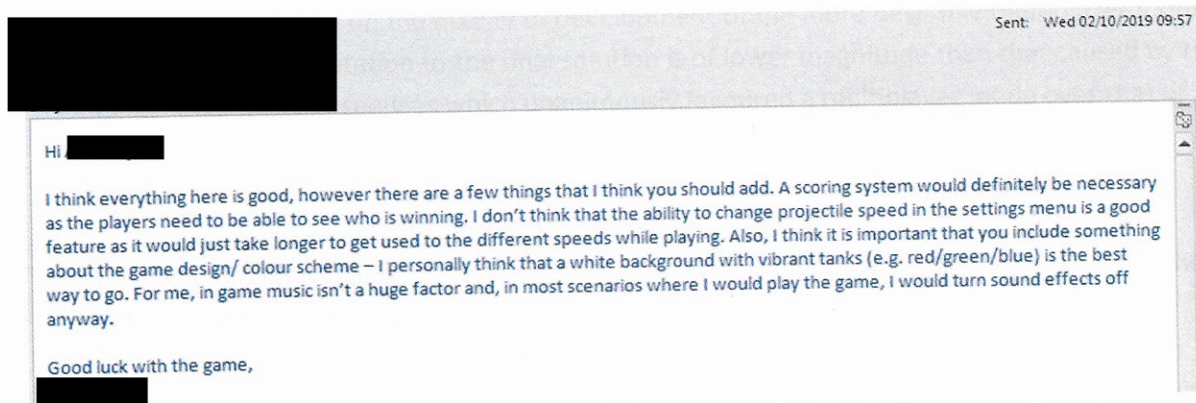


I then took to conferring with my most critical stakeholder, [REDACTED] on his general thoughts about this overview as well as any inclusions/exclusions that need to be made.

My Email



Response



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.