Customer brief.m4a

00:00 --> 00:02

I've got a recording now.

00:02 --> 00:07

You can ask or I can say first thank you for agreeing to implement my game.

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Of course, we have no choice.

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Of course, we always have a good idea.

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Yeah, now I'm the customer so yeah, feel free to ask me anything you would like about the product.

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You should be terrified or so.

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So what kind of hardware do you expect the game to be around?

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Would it be kind of your laptop or your phone or a console?

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Yeah, it should be a desktop game. So laptop, computer or normal desktop computer.

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And something that is, let's say available to normal, normally available, kind of average range of computers.

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Nothing that would require high-end graphics cards or so on.

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So low specifications?

Yeah, average, whatever you can run normally on that laptop.

So does it require a graphics card? Just like an APU?

It could require some graphics card but nothing that is, nothing that wouldn't be available on any computer you buy.

You know, mid-range from any store.

Okay.

Is there any expectation to save a load of previous attempt?

So like, as Paul starts closing the game or something?

No, we do not want to save any other previous game champions.

No, not really.

So we just, it's kind of, you play it as you go and if you quit the game then you have to start over from the beginning again.

Okay.

Have you got any ideas of university-like features that you'd want graphically on the actual game itself?

No, this is quite open I would say. So I trust you as my development team to come up with something fun.

The only thing that I would say that is required is that it is somehow family friendly. So nothing, you know, nothing inappropriate. But otherwise, it's up to you.

So should there be a leaderboard or a record of past scores and how would you expect to access it if so?

Also, also no. So we're not really storing any information about the previous runs. Just the one player.

How important is optimizing to performance? So should there be targets for FPS and load time?

I don't have specific requirements for that. I would say make sure that it can run normally kind of smoothly.

on a normal computer. So, but I don't have requirements for specific in it. Yeah.

Okay. FDS or so.

How interactive should the negative events be for the player? So, could you give examples of like, what the player might do during that negative event?

Yeah. So, so in many ways this gameplay is very much open and you can choose whatever makes sense for you. However, you would like to implement it. I can imagine that there are negative events. For example, you can move slower or something like that. It would impact the speed with which you can escape the maze and therefore how well you can do with the game. That those are kind of negative events that I'm thinking.

So, have you got any particular ways of the positive events of how that might buff the player or give them an effect or anything in particular with positive effects as well?

So, so also no requirements for my side. But yeah, as kind of inverse of the slower you can imagine maybe that you can move faster. Those types of things.

Should the hidden events have some sort of like visible indication that they're going to happen or should they be acting in the background?

Depends quite a lot on how you implement the gameplay I would say. The hidden events, I see that more something that is figured as you move through the maze. At some point something happens. That it was hidden. So you didn't see before. And after that it's completely different. After it happens and it's done.

How much details do you want in the options in the settings section?

So it depends quite a lot on what you will provide. So I would say I would expect options similar to how many things you have available in the game. If you choose to have sound for example, then I would like to have the option to mute the sound. If you have, but I don't, I don't require any settings for let's say the settings.

different FPS or different resolution or different resolution or these kind of things. You can assume that we have a normal sized screen and it should fit there.

You can assume that we have a normal sized screen and it should fit there.

Should the university setting resemble the actual campus itself or could it be anything generic?

It can be anything actually. I would say the goal of the game is more to be university themed, so to say.

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So the maze doesn't have to be literally a campus or a building at the university.

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It can be quite abstract as long as you have some kind of theming related to the university.

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So perhaps instead of having a locked door that you cannot pass, you have an exam that you have to pass to continue to the maze or something like that.

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So things like, yeah, think about it more as a theme direction.

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It doesn't have to per se be literally university.

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Of course it can be, but that's all up to you.

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Does there need to be a tutorial of the game? Or if not, how should the player be taught how to play the game?

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So how you do it is a little bit up to you, but I would like some kind of how to play functionality in the game.

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And that can be in many different forms. It could be a tutorial or a short video or a static page on how to play it, like explaining the controls and the objective of the game.

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But something like that should be, there should be some kind of way for the player to know how to play it.

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How much would you tolerate for the loading time of the game?

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How much would you tolerate? Yes.

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So I don't have this kind of specific in my mind, but it should be kind of quick to open on a normal computer.

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I mean, if I have to say a random number, five seconds.

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Do you want varying levels of difficulties in the game or do you want it to be the same the whole way through or as you get through the game, it gets more difficult?

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So for this game, so you're implementing, let's say, a first version of this game, kind of simple first version.

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And so let's keep a single difficulty level.

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You can keep your mind that maybe later when we when this is a success, then we can implement multiple difficulty levels.

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But for now, let's keep one static difficulty level.

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For accessibility, should your game include any features such as like input remapping or colorblind friendly, like color scheme or like larger text that's easier to read?

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So nothing specific, no specific requirements from my side, but it could be good to keep those things in mind when you implement something any way.

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So for example, if you have text, yeah, you might as well make it, you know, a video puzzle or good enough to read.

07:56 --> 08:03

If you have audio, maybe don't make your puzzle or your maze depend on that particular audio.

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So have them also the text.

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If you have colors, don't just depend on the colors, but if you have also shapes, for example, then you already skip this.

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So I would say no specific requirements, but something that you can keep in mind perhaps when you implement the game.

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Should the game be more challenging as it progresses?

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No, I would say it can be the same difficulty level throughout the game.

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So we are kind of aiming at people just before in or just after they are university to play this game.

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And they shouldn't be per se experienced gamers.

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So anyone should be able to play that game.

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So that's kind of roughly the difficulty level that I'm aiming at.

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So, you know, I think that's a good question.

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I think that's a good question.

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I think that's a good question.

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I think that's a good question.

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I think that's a good question.

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I think that's a good question.

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I think that's a good question.

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Is there a cutscene that plays?

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Or do you just load the game again instantly?

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So yeah, again, how you implement this is a little bit up to you.

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I would like to see some kind of game over and at least the score that the player has achieved during that game should be clear.

10:05 --> 10:11

Then if it is a bit of cutscene or just a screen saying game over, I leave it up to you.

10:11 --> 10:14
As long as it fits with the game that you have implemented.

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Should there be one way to escape the maze or do you have multiple different ways to get out?

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Or should it all lead to one sort of final exit?

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I would say it's up to you as you wish.

10:26 --> 10:28
As it makes sense in your game.

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If the game isn't functioning correctly after release, do you have any expectations of being able to report bugs or receive maintenance for the game?

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No, nothing that you should be worried about, I would say.

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So think about it, kind of follow the best practices of how to build software.

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But then, yeah.

10:58 --> 11:00
I as the customer don't have any expectations.

11:00 --> 11:02
I as the teacher have some expectations.

11:03 --> 11:05
But I as the customer don't have so much.

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No need to implement these things.

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Is there a particular art style for the game you wanted?

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Or like a pixelated look or a cartoony look or just general?

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No, I trust you, my dear team, to come up with something that is nice.

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The only thing that I would say that I require is that if you use third party assets, but you only use those that you have a license for, or that are free to use licenses.

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So we cannot use anything that is Coca-Cola's logo we cannot use.

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So, should the game be, is the game going to be like monetized or open source?

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So, yeah.

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It doesn't really matter from this perspective, but yeah.

11:53 --> 12:02

As the customer, let's say we want to sell this game, so to say, but you don't really have to worry about that as the developers.

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So, just make sure that the assets that we use are free to use for this.

12:07 --> 12:08

Yeah.

12:14 --> 12:16

How should the pause screen look?

12:16 --> 12:19

Should it like, should the background be darker?

12:19 --> 12:22

Should there be a pause icon shown to the player or?

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Up to you, completely up to you as you think it fits well in the game.

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And I guess, similar to that, for like the timer UI, should it be displayed like, in the center of the screen or something?

12:35 --> 12:38

Should it have two decimal places or how should it be formatted?

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Yeah, as long as it makes sense in how you implement the game, it's fine to go with whatever.

12:43 --> 12:45

Whatever works for you.

12:46 --> 12:49

How do you expect the demon to chase the player?

12:49 --> 12:54

Would you want sort of like a, it always takes the shortest route to player or like sort of like a Pac-Man ghost,

12:54 --> 12:59

it has sort of a random pattern that it walks around the maze and maybe it catches you, maybe it doesn't.

12:59 --> 13:00

Yeah.

13:00 --> 13:04

And in some ways it is again up to you a little bit to decide.

13:04 --> 13:09

I would say that also the Dean, you can think of it as a bit abstract.

It doesn't have to be per se, something like the Pac-Man ghost to follow you.

It could be simply the timer on out and okay, therefore the Dean has caught you.

The lights come on.

So the timer itself could be the Dean and it should always take roughly five minutes to catch you.

Yeah.

Okay.

So it could be like that or there could be some...

Any preference to either way?

It's up to you.

As long as it makes sense in the game, if you implement it, then I'm fine.

Anything?

Would you mind if you add some additional content, like adding some specific functions or something like specific MPC or anything like that?

So...

13:47 --> 13:49

As long as we keep the main structure on the screen.

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It's kind of answering to in two ways.

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So kind of as your customer, you know, add whatever you want.

13:55 --> 14:01

As your teacher, I would say don't add anything that the customer doesn't ask for specifically.

14:01 --> 14:02

Okay.

14:02 --> 14:04

Because this will just harm you in the end.

14:04 --> 14:08

So just keep it, keep the requirements as close to what the customer tells you.

14:08 --> 14:13

Because yeah, it doesn't really benefit you in any way to do more.

14:13 --> 14:18

It's more of a question of the size of the maze itself.

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Should you always run into at least one hidden event during, you know, your playthrough or should you be able to by chance miss it?

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It's okay if you can by chance miss it.

14:29 --> 14:31

I can say it is not...

14:31 --> 14:35

You know, have to ensure that there is this thing.

14:35 --> 14:37

You have to make sure that it is there.

It exists.

It exists, but then...

But in your playthrough, you might not come across any of them.

Okay, that's fine.

How does a player actually lose?

Is it always by the time they're running out?

Or can there be other effects in the game that could cause you to lose such as running into something like the D.U.?

Yeah, in a way that's up to you.

So I would say...

Yeah, so one thing that definitely it ends after five minutes, the D.U. catches you then it definitely...

The game definitely ends or the game ends if you escape the maze sooner.

And then if you want to add other ways that the game ends, that's also fine if it makes sense in your game.

15:18 --> 15:23

So if you have a D character that catches you then perhaps that could end the game sooner.

15:23 --> 15:27

But as you decide.

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Should runs be completely separate?

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Or other than the fact that the player remembers what happened last time?

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Or should you be able to get upgrades or whatever to make the next runs easier?

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I would say that it's best to keep it the same every time.

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So let's not remember anything between different games.

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We will also have the same maze every time.

15:51 --> 15:53

So no random maze or like...

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No, let's keep it the same one.

15:55 --> 15:59

But can the events be placed in different locations or everything?

15:59 --> 16:01

If you want to, yeah, you can do that.

16:01 --> 16:03

But anyway, it's...

16:16 --> 16:22

Were there any features that you think you would like to add since you've written the brief?

16:24 --> 16:26
No, nothing that I...

16:26 --> 16:28
Thoughts about that.

16:35 --> 16:36
Didn't we hear anyone else?

16:36 --> 16:37
Yeah.

16:37 --> 16:41
I think we've gone through the ones we planned out pretty much, haven't we?

16:41 --> 16:42
Yeah, I think so too.

16:42 --> 16:44
Do you say there's an extra one to get a wall?

16:44 --> 16:47
Uh, no, I think we've been through all of those.

16:47 --> 16:49
Yeah, we've been through all of those.

16:50 --> 16:53
Do you have anything else to add about the game?

16:54 --> 16:57
No, I think we went through everything, right?

16:57 --> 16:58
It's...

16:59 --> 17:00
So maybe, yeah.

17:00 --> 17:02

It should be a single player game.

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There should be some kind of how to play.

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We have the static maze every time.

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It should be playable on the standard computers as we discussed.

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And yeah, the target is you.

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And the students.

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Family friendly theme.

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We talked a bit about accessibility and licensing.

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So yeah, we covered everything.

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Good.

17:24 --> 17:25

All right.

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Lovely.

17:26 --> 17:27

Thank you.

17:27 --> 17:28

Thank you very much.

17:28 --> 17:29

Excellent.

17:29 --> 17:30

Good.

17:30 --> 17:31

Then we'll see you tomorrow in the practical.

17:31 --> 17:37

Excellent, good. Then we'll see you tomorrow in the practical. You can ask anything else that comes up.

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That's it. Thank you very much.