**INTERVIEW - CONCLUSION**

This interview proved a success. I gained the information wanted while finding out some things which could help me with other parts of the project. With the questions I asked, I managed to gain an abundant load of information that will improve my productivity of coding.

To show my interest in his work, I asked about a game he had made, Jump Man. This let me connect to Luke well so he would be more natural in his other answers. From this I now know also that ideas for games can come in the weirdest of situations, it just takes yourself to make it into the real thing.

I asked about what one needs to think about for a game. Originally, I only thought of story and artwork, but I can see now they are less important than finding something that can be advertised, as well as easy to develop from its original state.

In finding a reason to go into coding as a job, I asked Luke for advice. He said that his job is great as he can do anything he can think of. The best thing one can code is the best thing one can think of. This tells me not to hold back in my work and so keep trying to do something as it will always be a possibility to make. Luke goes more into this on the final question, where he says how any obstacle can be easily overcome with a bit of clever thinking and simple basic code. From this, programming becomes a very possible job to consider. This is because I can use my imagination to do anything I can think of, and show them to others too.

At EGX Rezzed, I was trying to get some market research. This included finding out what was good to make- easy, fun and helpful to learn- and seeing what games people liked to play. From that I would make my games.

I decided that if I make a simple game, it will not be too difficult or time consuming, then change a small element or make a bit of a twist on it, which will make it different so people can like it. I then found what games Luke likes to play. It seemed clear that single player games were not fun to him, having played all his games with friends. He previously prefered online games, in which he could play with friends, but now plays couch co-op, as it is less time consuming. From this I can see what game I could make next, being a simple co-op game to play with friends. It would have little features but a special twist to make it a fun game.