Deliverable 2: - Interviews and Interest

For this deliverable, I conducted several interviews with mainly members of the Northern Arizona University Esports Club here on campus. The rest of the interviewees consisted of past teammates from Esport teams and friends. This was the targeted audience as the members of this club,friends, and teammates are all frequent video gamers that cover a wide range of gaming genres. As a game that I could see as having the potential to have a pro or competitive scene, I also wanted to get the opinions of people who play current competitive games and have been in that scene.

Overall, the impressions were that this game has potential but needed a few more details flushed out.

Negatives / Critiques:
- The description of the game was hard to grasp, and the main map jumping was hard for people to conceptualize.
  - This is a completely understandable critique. I have not found a great way to describe it. I need to go back to Deliverable 1 and brainstorm and find a better way to describe it. If a player can't understand the game, they won't be excited or have the desire to play it.
- There was a lot of concern behind details such as how the rotating map mechanics would work, and how the character design would be handled both conceptually and ability/gameplay wise.
  - With the concern of the rotating map mechanics, each map would have a "trigger" that would set off the mechanic. This trigger would be claiming the relic, and would affect both teams. Multiple map mechanics can happen at the same time, it all just depends on if the relic is in possession of a player. For effects that limit the player in any way like speed decreases, vision impairment, or power drops, only the team that has the relic is affected.
  - Character design is a little harder because I haven't researched the art style yet. In the initial draft, I tried to find historical figures from each place, and then filled the rest with random people. For Iceland, I had very specific people like Loki and Thor, while the rest were random like Samurai Warlord and Medieval Knight. I do think that as a playable character, people would gravitate more to specific figures from History, so that just makes this a little more specific when it comes to the character design. As far as the abilities go, I want to follow the trend that games like Marvel Rivals, Overwatch, and even Valorant have set. This being that each

character has around 3-5 character specific abilities. These abilities would tie directly into the characters lore or history, so the historically accurate aspect of the game would remain intact. This might mean that Loki has an ability with Jormungander, or a Mongolian soldier has an ability to summon and ride a horse.

Positives
- The idea of the mechanic seemed like something that would be new and refreshing in the current FPS scene.
  - It was said that the idea of being able to have a "second" chance and play on multiple maps was something that no one had experienced before on games. This is exciting because if no one has played or experienced something like that, there is not a lot in the current market with this kind of setting. Including in the positive, most competitive games end up making a capture the flag game mode but that isn't the core mode of the game. This would introduce a new style into the gaming and scene and would give more exposure to capture the flag style games.
- Competitively, this game would require a couple tweaks but could be seen as a viable game in the future.
  - The game itself has every aspect that is needed to be competitively viable. It has the team setting and team play that is needed, the gameplay and aim that gives players a high skill ceiling, and it also would be a game where luck is minimized and skill is maximized. In order for this game to be competitively successful it was recommended that some sort of system for communication should be added to the ui and overlay. This is a good suggestion and should be implemented after the rest of the game is developed and ready for initial playtesting.