

Client Interview Records

First Interview Questions and Answers

1. The brief asks us to develop a game which supports at least two players, one will be controlled by a human, but how would you like the other players be controlled, AI or human or both?
Answer: No strict preference.
2. Should it support networked multiplayer?
Answer: No need for this.
3. What should the upper limit of players be?
Answer: Up to you. Best to aim for 2 – 4 players.
4. What is the purpose of the neutral player in 2 player mode and should it appear in games with more than two people?
Answer: To add more unpredictability to the game.
5. How would you like you like the game to be styled, 2D or 3D?
Answer: Up to you.
6. How geographically representative should the map be, i.e. can we change the shape of campus and the location of some areas on campus?
Answer: As unrealistic as we like as long as the campus is recognisable.
7. What market are you targeting this product at?
Answer: Prospective students and second year students.
8. Do you have any preference over style of mini-game to be played when the Vice-Chancellor is captured?
Answer: Make the mini-game short. Around 30 seconds. Maybe a 2D platform style. Simple to understand (intuitive) but can be challenging.
9. Should the player receive a set bonus when they capture the Vice-Chancellor and additional bonuses for completing the mini-game or only a bonus for completing the mini-game?
Answer: Beat the mini-game to get the bonus.
10. Should the Vice-Chancellor move to a new sector after being captured?
Answer: Up to you but should not reappear every round.
11. How long should a typical game last?
Answer: 10-30mins but should engage the player quickly.
12. How long should a turn take?
Answer: Depends on game design decisions.
13. Should there be a turn time limit, should it be customisable?
Answer: It is recommended.

14. What devices and operating systems should the game be playable on
Answer: Windows or Linux. Definitely windows and if you can have cross-platform compatibility without it being too difficult then that would be preferred.
15. Will you be hosting our website for us?
Answer: No, we won't.
16. What sort of bonus should be awarded for capturing sectors, could it be a currency that can be later spent on units or other buffs?
Answer: Up to you.
17. Would management be willing to pay for a JIRA system?
Answer: Possibly.
18. Should the player be able to choose a new college name if they wish, or must they stick to the existing ones?
Answer: Can choose new names if they want to.
19. Should there be more than one save slot?
Answer: Most recent is acceptable but up to you.

First Client Interview Record/Formalisation

Before our interview with the client, we as a group came up with numerous amounts of questions to ask to address certain ambiguities in the brief. One issue we found was with the Vice-chancellor mechanism, it was an important feature to the game and we all agreed that we wanted to get more specifics as to what the client wanted from it in our interview. Questions such as: "what do you mean by having the Vice-chancellor hidden?" and "Should the vice chancellor move to a new sector after being captured?" were asked along with a few others. The client allowed us to have creative freedom in the answers he gave regarding the Vice-chancellor. He did raise the issue of balancing this mechanism properly and making sure the mini-game for capturing him was also well balanced and entertaining. He had also mentioned that no bonus should be awarded if the user fails this mini-game and that the mini-game should last around 30 seconds. This gave us some requirements to keep in mind for the user and client. A further list of general requirements was obtained from the client in this interview as well:

- The purpose of the neutral AI player is to create unpredictability in the game
- Average game length should be between 10-30mins and should hook the user quickly
- A recommended turn time limit should be included in the game
- A player limit of between 2-4 people

A few more requirements were also obtained in this interview. We had asked, "if the game should run on platforms other than just Windows?". The client had indicated towards a preference for cross-platform use but was happy with the game only being playable in windows. From this a requirement for cross-platform preference from the client was obtained. Another question asked was "what is the target audience for this game?" in which the client responded with "prospective students and 2nd year university students". This allowed us to gather another requirement for the game, a constraint that could affect game design as there is a target audience for young adults.

Second Client Interview Record

Requirements were mainly validated in this interview. We used data from our first client interview and user survey to come up with more clarifying questions which resolved some conflicts as well.

Here are his answers:

- Stick to 10-30min game time as it is more practical. (Resolved a user, client conflict where the user had asked for a longer game time than the client).
- Implement a toggleable turn timer. (Resolved a user survey conflict).
- Elements of RNG are good if they are justified. (Advice was given, would require testing).
- Expand on your prototype map. Maybe add more neutral sectors between colleges.
- He mentioned he was happy with our attack wheel mechanic prototype. (Testing required).
- Keep vice chancellor mini-game somewhat simple. (Avoids potential frustration from user).