**GAME DESIGN : MY INTERVIEW**

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| **What games do you play?** |
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| **Describe what you enjoy most about games** |
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| **Describe what makes a great game, using one example** |
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| **What keeps you interested in a game** |
|  |
| **What makes a game less interesting** |
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**GAME DESIGN : CLIENT INTERVIEW 1**

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* **GAME DESIGN SPECIFICATIONS**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **1** | **2** | **3** | **4** | **5** |
| **Aesthetics**  How does it look? |  |  |  |  |  |
| **Usability**  Game is easy to navigate and play |  |  |  |  |  |
| **Performance**  Loads fast and runs smoothly |  |  |  |  |  |
| **Educational**  Does it teach the end-user |  |  |  |  |  |
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