|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | S. Disagree | Disagree | Neutral | Agree | S. Agree | Score |
| Could state core concept to others |  |  | 4 | 4 |  | 4 |
| Attractive USPs |  | 1 | 1 | 6 |  | 5 |
| Would want to play game |  | 2 | 2 | 3 | 1 | 3 |
| Team can complete game in a year | 1 | 4 | 2 | 1 |  | -5 \* |
| Know someone who would want to play |  |  | 1 | 5 | 2 | 9 |
| Team are well organised |  |  | 1 | 7 |  | 7 |
| Project too ambitious for this size team |  | 1 | 2 | 4 | 1 | 5 \* |
| I want to know more about game |  |  | 3 | 5 |  | 5 |
| Team have identified right places to promote their game |  |  | 2 | 4 | 2 | 8 |
| Gameplay sounds fun |  | 2 |  | 5 | 1 | 5 |

* Project smaller scale
	+ Less realistic graphics (Need bigger team, very time consuming) – Xavier, Zoie *(1 each)*
	+ *Two endings opposed to three (Takes away from story, but is time consuming) – Xavier (2)*
	+ Merge/Take out a certain level (Scholar merged with witch doctor/Taken away completely) – Anneka (2)
	+ Scale down type of competitors, use indie games instead (Too ambitious and competitive) – Zoie (2)

* + Less locations/smaller locations/close proximity of locations – Anneka (1)
	+ ~~Consider changing NPC realism/Time mechanic~~
* Too ambitious for group size
	+ We have decided we will outsource these people so that the project will no longer be too ambitious for our group size:
		- Voice actors (Preferably someone who can do multiple voices)
		- Consider commissioning people for 3D models + animations (not hiring)
		- Play testers (BETA open testing)
		- Marketing manager
	+ Scale project down (See above)