# Client Presentation Transcript

Final Concept | Thursday, 7 November 2024

**Presenter**: We will show you to what we want to make exactly. Then next week we're gonna start with the prototypes, and then we're going to develop the idea that we have. So, I'm gonna show you what we've come up with so far.

**Presenter**: Okay, so our final concept. Upcycling with besties. Like we told you, we want some sort of a novel story game, but we also wanted to make it interactive, as you can see with these here, so that it can look like you're cutting stuff up, stitching it together, and all of that. So, it's not just like two people talking to each other, you can actually interact with the app or the game itself.

**Presenter**: So, our storyline, we're gonna have... This is going to be the flow of how we're thinking right now. So, we have an introduction, which you can skip, which is going to be the talking. Then it's like a store. So you go into the store, the customer places their order, and then we take their order. And there's three stations where you can do stuff.

**Presenter**: The first one is folding the clothes. For example, a white T-shirt, which we're going to turn into a crop top or a new t-shirt. So, you fold it up. The second station is cutting the clothes. The third one is stitching the clothes.

**Presenter**: Then after you're done, you deliver and you get a quality score. If it's good, depending on how long it took, if you did it correctly and stuff. And then you repeat and you level up. When you level up, for example, the first station will be closed. Like the third station will be closed. So, it'll be simpler things that you can make. And then as you level up, this station will open up and you're gonna start making some more complex upcycling items.

**Presenter**: We also made a MoSCoW table. So must have, should have, could have, won't have. We're gonna have a story. So, we're also gonna come up with like some short story, like I said here for the introduction, which is skippable if they're not into that, they just want to play the game. We're gonna have a quality score. We came to the realization that no matter what we do, we need to have something that's gonna keep the person who's playing going. So, it's not just, you know, two people talking. Repeat and level up to increase the difficulty. Obviously, as you go along, you expect to have something more complex and that's like the fun of it.

**Presenter**: Should have the ones that you said. So, sharing system of real-life work, like invite sharing it with your friends and stuff. And profile account system to keep track of the people who are like playing this game.

**Presenter**: We could have achievement badges, like personal badges and personal achievements and currency. We're still not sure about that. These are like things that we can work on if we have enough time, but we needed to make sure that we're on the same page and not be too ambitious and just do something that we're not gonna have enough time to finish.

**Presenter**: And we for sure won't have competition and leaderboard. So, whoever is playing, they can play for themselves. Maybe if we have enough time, we're gonna have personal badges and achievements, but when it comes to competition and leaderboards, it's not necessary. We don't feel as it is the center of our concept, the most important part of it. Yeah, that's it. That's what we came up with.

**Jacqueline**:    Yes. Well, that's a big step, I think, you made as a team. Yes, I'm already curious about the results now. Yes, I think it's a good concept. Just one small point of attention for the scoring system of the game. I don't know if it's easier for you, but you can maybe think about a scoring system made by the player itself. Because if you are very happy with your items, which you made, then you can ask, well, in this level of the game, which figure or how much you want to pay for this t-shirt so that you try to make some more interaction, so that you don't need to make scores, but that the player is making the scores. So, oh, I want this piece, it's better, and I give myself an eight or a nine or a ten, and that you are playing with that kind of ideas. You don't have to do it, but it's just an idea that maybe it's easier, but that's just for the nice things to have in the end.

**Presenter**:    Yeah. But do you think it will be more interesting if they could rate themselves rather than the app rating them?

**Jacqueline**:    Well, you can test that, maybe, on your target audience. If you test the game. Because if you buy clothes, if you buy clothes by yourself in the shop, then you buy something which you like and not what the other people say that you have to buy. Maybe sometimes you will get some influences from outside, but in average, if you have a strong identity, then you choose by yourself, yes, I like this and I don't like that, so I buy this one. But it's just an idea, it's not a necessary point, but think about it, and you can test it later on.

**Presenter**:    Yeah. Okay.

**Jacqueline**:    Just mention it in the sideline, but it's just the first idea, because the rest of the concept, I think it's very nice.

**Presenter**:    Okay. Do you think that... Because you also said that we should think about incorporating boys into that as well, which is...

**Jacqueline**:    No, I said just make a choice. If you incorporate boys, you make it yourself more difficult, I think. So, you can focus on girls, but then really make a game which is suitable for the girls.

**Presenter**:    Do you think that this kind of game might attract maybe boys and girls?

**Jacqueline**:    You have to test that. I don't know. I really don't know.

**Presenter**:    Okay, okay.

**Jacqueline**:    Well, keep in mind that the people of the age of 15-17 years old which is the target audience of the game, if it is girls or boys, I really think that the mind of youngsters is very difficult to understand because they can switch or they can go any way. So, that are really things that you have to test what works out in the concept. Or, yeah, if the people like it, use their feedback to adjust your game. I think that's the best. And adjust in a way that you don't say, oh, we don't make the concept, but just to adjust a little bit your concept. So, oh, they find that important. Well, let's do that. But don't change the concept anymore. Stick to the plan.

**Presenter**:    Yeah, sticking to the plan. And these things, like you said, they might change over time, they might not. We still don't know. Once we get into the designing everything and the testing, that's when we're gonna know what has to stick and what has to go.

**Jacqueline**:    Yes. Great, nice.

**Presenter**:    I think that's it.

**Jacqueline**:    Yes, okay. Now, good luck with all the work. I'm curious about the next step.

**Presenter**:    Okay. Thank you for the time.

**Jacqueline**:　Well, and again, you make a big, a giant leap of a step in your project. So, I'm very curious about what's coming now.

**Presenter**:　Yeah. We'll keep you up to date if there's anything. And I will let you know. Thank you so much.

**Jacqueline**:　Yeah, thank you all. Bye-bye. Good luck.

**Presenter**:　Bye-bye.