User Requirements

User Requirement Plan-

Data collection is essential
What format should I use to collect data? (survey, focus group etc.)
What do people want
What questions will I ask
Must keep questions unbiased and not leading
How do they define a Cooking Mangement Game
Do they agree with my definition
What features do they want
Reflect on how effective the format was

Questionnaire-

In my Questionnaire as of week 5 I had 9 responses

More responses would be ideal, will consider using another format, focus group maybe

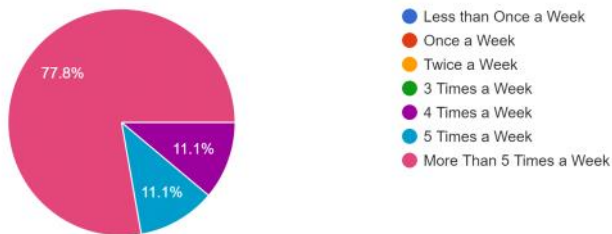I asked 8 questions, 4 questions were required the rest were optional

Analysis of results

Question 1

Purpose- to determine how frequently candidates play video games, how familiar they would be with
the cooking game genre they would be

How frequently would you say you play Video Games on a Weekly Basis?
9 responses

- Less than Once a Week
- Once a Week
- Twice a Week
- 3 Times a Week
- 4 Times a Week
- 5 Times a Week
- More Than 5 Times a Week
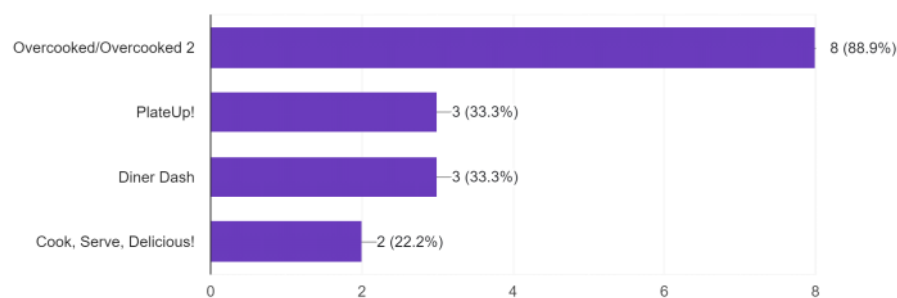
77.8%   11.1%   11.1%

Over 80% of candidates play video games 4 times a week or more and are therefore experienced in
playing video games, only one candidate has limited experience with video games, they will provide a
different perspective with their responses

Question 2

Purpose- to see if candidates are familiar with video games I would class under the cooking Game
Genre, helps determine if they are familiar with the Cooking Genre and mechanics games in the genre
may have

Please select all of the following Video Games you have heard of below (Please leave blank if you have not heard of the Game)
9 responses

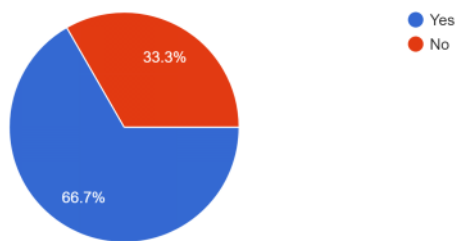|	
Overcooked/Overcooked 2	8 (88.9%)
PlateUp!	3 (33.3%)
Diner Dash	3 (33.3%)
Cook, Serve, Delicious!	2 (22.2%)

Each candidate has heard of at least one of the following games, Overcooked/Overcooked 2 was
overwhelmingly the most heard of game, candidates will therefore have at least some knowledge of the
mechanics and features of the game, giving them some insight and understanding of the Cooking
Mangement Genre

Question 3

Purpose- to get an insight into if candidates have physically played any of the games I would class under
the Cooking Game Genre, to see if they have personally utilised some of the mechanics and features of
games in the genre, giving them a better level of understanding of said mechanics and features if they
have played one of these games

Have you played any of the Video Games mentioned in Question 2? (Overcooked/Overcooked 2, PlateUp!, Diner Dash, Cook, Serve, Delicious!)
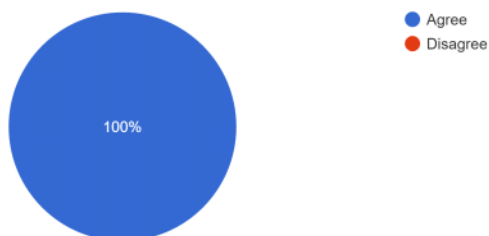
9 responses

● Yes
● No

33.3%

66.7%

2/3^{rds} of candidates have played at least one of the games, therefore the majority will have personally utilised some of the mechanics and features of games in this genre, presumably giving them a better understanding of some of the mechanics and features common in games I consider to be part of the genre

Question 4

Purpose- to give candidates a description of the Cooking Mangement Genre if they had no experience into what the genre was, to see they agree with my definition of the genre

I would define the Cooking Management Genre as 'Games where the Primary Objective is to 'Take Customer Orders, Prepare Meals and Serve Customers...raints" How do you feel about this definition?

9 responses

● Agree
● Disagree

100%

All of the candidates agree with my definition, this may however be somewhat unreliable as I gave them a preconception of what the genre is without letting them form their own definition first, thus tainting their definition of the genre, additionally I made a spelling error in the question, effecting the clarity of the question, perhaps giving them bias into agreeing with my definition due to it being somewhat interpretable due its lack of clarity

Question 5

Purpose- to give candidates an opportunity to give what tthey feel the Cooking Management Genre is in Video Games

Could you provide your definition of the Cooking/Management Genre in Video Games? (Optional)

1 response

Same as stated above.

Only one candidate answered and their response was that they agreed with my definition. Whilst this shows that candidates accept my definition as being accurate in their belief, due to the order in which I asked these questions, I may have given candidates some level of bias. Candidates may have been predisposed to agreeing with my definition as I gave my definition before allowing them to provide their own, thereby possibly altering their definition in turn, or feeling inclined to agree with my own for a variety of reasons.

Question 6

Purpose- to gain an insight into what video games candidates consider to be part of the Cooking Management genre. This also helped me gain awareness of any games in the genre I had not heard of, allowing me to evolve my definition of the genre around these newly considered games

Could you please list some Video Games that you feel would be classified under the Cooking Management Genre

8 responses

Overcooked series.

Cooking Mama, Cooking Simulator, Overcooked

Only the ones mentioned come to mind

Cook Burger (Roblox)

epic chef, penguin diner, any of the papas pizzeria games

cooking dash, penguin diner, cooking mama, papas pizzeria

Cooking Simulator

I'm afraid I don't know any!

Candidates gave me a variety of examples of games in the cooking management genre that I had not previously heard of. I will now analyse the features these newly considered games and revaluate which are essential and which are optional to my template, taking these new entries into the genre iinto account.

Question 7

Purpose- to give candidates the opportunity to list features they feel are essential to Cooking Management games

Could you list some features you feel most Cooking Management games would have (e.g Serving Meals, Washing Plates)

9 responses

Preparing and making different dishes, serving dishes, cleaning kitchenware.

using the correct ingredients to make certain orders. Time constraints.

All of the above

Cooking food with a timer, pans, ovens, mixing ingredients, fetching them

Cooking Meals
Serving Meals
Getting Paid
Progression in some way

cooking food, seating people, clearing tables, getting orders correct, coffee to keep customers satisfied

making meals! serving meals.

A points system, a variety of maps, the ability to move furniture, a time system, preparing meals, a customer priority system

Preparing food like cutting up veg and cleaning surfaces, as well as cooking food. I imagine you would occasionally get orders to leave out certain ingredients or cooked a certain way.

Product specification
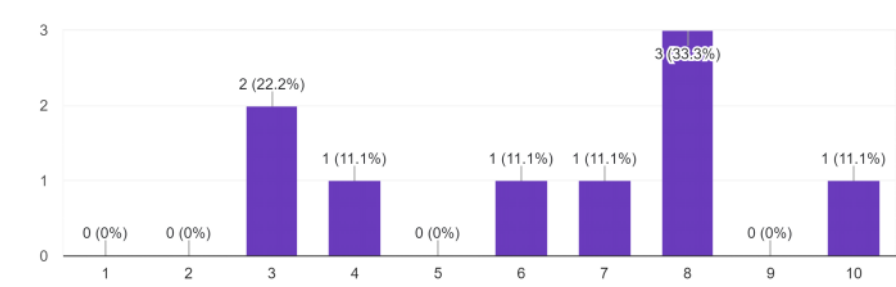
Instructions for how to build product

Candidates listed a number of features they feel re essential in Cooking Management games. Most of I had identified before, but some I had not considered to include in my template. Whilst I feel these features that I had not identified before are not essential, features like 'coffee to keep customers satisfied, variety of maps, the ability to move furniture etc. Are features that I will consider developing in my prototype depending on time constraints and user responses from testing.

Question 8

Purpose- to see how effective my candidates thought the questionnaire was

How would you Rate the Quality of this Questionnaire (1 being Awful, 10 being Excellent)

9 responses

Overall candidates generally considered the questionnaire to be high quality. I did not provide a section for additional comments justifying their rating which was an oversight on my part as I now do not know why candidates gave the rating they provided