I need a quality tester in written form to show an example of testing our Multiplayer shooter app. (remember this is not a real mobile app, but we must treat it as such)

   Terence you stated per APUS CLE. (n.d.) that “I will be responsible for helping programmers and designers identify those obnoxious bugs that inevitably pop up during the development of a video game”, I feel your contributions are well with the thought of what we will do in the video game. I would suggest to hire out an agency though to test the app, as it will need to be run on a large scale, to see if the servers can handle all the graphics and game play at once.

**This is the artist Cassandra’s post from this week.**

Name: TBD

Genre: FPS

Color Scheme:  Color affects the tone of the game more than people realize. Most first person shooter games tend to have a sepia color scheme. The reddish-brown coloring combined with grey and the occasional blood red for the gore, allows for a grittier, dramatic feel for the game When trying to immerse the player in a realistic gameplay we want them to look outside and not have a drastic difference from reality. I suggest we combine the dark, gritty grays and browns with blue and orange sky settings and the occasional green overgrowth in the urban apocalypse that Ariel suggested for design. We want to avoid an overabundance of bright colors so we don’t get comic feel but we do need to incorporate vivid colors into the grays and browns of a typical FPS.

Target Audience: The consensus seems to be males 18-40 but I think we should keep in mind that, regardless of age recommendations and rating, the game will be played by many 16 and under males. Studies have shown that 51 percent of teens under the age of 15play video games (Sepos, 2006). We should keep that in mind during design and marketing. I also think something as simple as providing a female protagonist can help to widen our market. I can design both male and female characters for gameplay. The more people we appeal to, the more successful the game will be. Allowing a choice in gender may increase the cost of production but will aid in targeting more players. Throughout the years, FPS games have a rising trend of adding female characters (Hitchens, 2011). This is something that is becoming more and more common and I believe it would be beneficial to follow this trend.

Theme: Having read the designer’s(Ariel) feedback it looks as if a futuristic, apocalyptic urban setting will be the setting. Is this what has been decided upon so I can come up with the artistic elements of this theme?

Sound: Howie, do you have some sample audio that will encompass the feel desired for the game?

Time frame: what is the estimated time frame for programming and production on the game? I believe this is determined by the programmer but am not entirely sure.

Projected release date?

Price: What can we expect to be estimated cost of production and marketing for the game?

Is there anything else we need to determine in order to complete the necessary assignments? I look forward to our continued collaboration. I can provide more artistic samples once these factors are determined by the group.

