

Name(s): _____

Date: _____

Step 1: After the Interview

After your interview, review your notes and summarize them into a Player Bio. Fill in these boxes to build a clear picture of who they are, what they care about, and what is easy or hard for them to do:

- Use the boxes on the left to write down any important quotes and notes from the interview.
- Use the boxes on the right to highlight things that your player  likes or finds easy and  dislikes or finds hard.

Player Name(s):



Name(s): _____ Date: _____

Step 3: Specifying Requirements

Now that you know your player(s), it is time to decide exactly what your game needs to do! Use your interview notes and completed **Player Bio** to create the special requirements for your design.

Look at what you learned about your player(s), and figure out how your game will handle it.

1. Because our player(s)

Our game must

2. Because our player(s)

Our game must

3. Because our player(s)

Our game must