

**Friday 24 May 2019 – Morning**

**LEVEL 3 CAMBRIDGE TECHNICAL IN DIGITAL MEDIA**

**05843/05844/05845/05846/05875** Unit 2: Pre-production and planning

**INSERT**



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## Context

LiveWire is a multimedia production company that creates games, interactive kiosks and information stands for local visitor attractions. LiveWire have been approached by Ultimate Astronomy, a space and earth science visitor centre, to develop a new interactive kiosk game. Ultimate Astronomy mainly caters for children on school trips. LiveWire have three main members of staff:

**Laura** is responsible for the design and creation of the graphics and the house style of the game. She is also the Project Manager and will create interim deadlines for all staff.

**Semeion** is responsible for coding the game, the navigation of the quizzes and the game tasks. He is also responsible for testing the interactive features.

**Danesh** is responsible for researching information needed for the content, the game tasks and the quiz questions.

You have been taken on as an intern to help out with both the design of the game and the creation of engaging interactive content.

## Product Brief

Ultimate Astronomy would like LiveWire to create an interactive kiosk game that helps children learn about the elements of the Solar System through a series of tasks and quizzes. They would like LiveWire to create a fun yet educational game that will test key information, such as the names of the planets and the distance of each planet from the Sun.

As part of the game an avatar will be travelling across the solar system. The avatar will take the form of an astronaut character and will travel to different planets in each level of the game. The game must embed short reviews at the end of each level and a piece of narrative to allow the children to test their knowledge in quizzes.

The game should contain images and sound effects/speech that will help the children learn the facts. The app should be bright, colourful and engaging so that children want to access the content.

The game is aimed at 7-13 year olds. Ultimate Astronomy hope that the content will be engaging enough to appeal to a range of cultural groups.

Ultimate Astronomy would like the game to be available and ready to be installed in the centre in six months' time.

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