### Game Development Documents

A User Needs Assessment and Metadata Schema

Purpose: To conduct a user needs assessment and develop an initial metadata schema for groups of individuals interested in videogame development documentation.

# Space Race Soga Genesis WHY ORIGIN? 1.0 High Concept: Space Race is a 3D race game with difference: imagine Road Rash or Super Monaco Grand Prix; space, making the start same kind of intense action in outer space, with you at the helm of a futuristic space-racing ship. That's Space Race. 2.0 Why this is an ORIGIN product: This simple project fits in well with our current line-up (we are sort of known for first-person space games.), while putting a new spin on the idea. Licensing opportunities abound: The drivers are potentially licensable characters. The ships offer the possibility of model kits. A PC version, based on Wing 3 technology, would be emineatly do-able (and moderantework) glay would be a surfice addition to a PC version, ) No one's done anything like this (though the upcoming Cyberace for the PC comes closest and looks like it confid be a hit...). 3.0 Product Overview: In the far finaure, markind and the myriad alien races he's encountered have established a champiosably racing series that pits the best of each world against each other. It's Formula I racing as it could be in they year 2000 A.D. The ships are the fastest, most maneseverable spacecraft imaginable. And, of course, you can customize your vehicle to suit your driving style or to neet the demands of each course. Elach course is unique and offers its own 3D Challenges. Some "racks" have road surfaces while others are visited years, you can go anyther you want along the vay. Others are tightly enclosed, twisting, stake-like transless when you can go anyther you want along the vay. Others are tightly enclosed, visiting, stake-like transless while controlled to suit your driving style or to neet the demands of each course. Back course is unique and offers its own 3D Challenges. Some "tracks" have road surfaces while others are vigitly englished, by the surface and the surf

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#### Findings:

- Users with no industry experience were unfamiliar with industry terminology.
- Terms used for documents varied within the industry.
- User classification of documents showed disagreement at what is a development document with post mortems being written after the development process and with development blogs for crowdsourced projects commonly being produced during the development process.
- Users outside of the scholarly and media fields were less concerned with third party sources and reliability of information.

#### User Groups

#### Media

- A primary concern is the accuracy and source of information.
- More skeptical of third party and community information.
- Expressed interest in marketing materials.
- Unfamiliarity with more technical industry terms.

#### Scholars

- Concerned with the accuracy and source of information
- Specific types of documents were prioritized depending on their research.
- Often has experience within other user groups (educators and professionals).
- Likely to approach known studios for access to development documents.

#### Professionals

- Focused on reproduction of a specific task or technique produced in game.
- Thought games themselves at times could be more useful than development documents.
- Used online searching and known communities to find development information.
- Desired organization of documents in relation to industry disciplines.

#### Educators

- Shared experience with the scholarly filed but had separate user needs.
- Source of information is a minor concern with demonstrative potential being a primary focus.
- With videogame classes being interdisciplinary, interest in specific development documents is dependent on the discipline taught.

#### Users

- Showed a general interest in all documents but favored documents related to art, world building or narratives.
- Limited use outside of personal interest.
- Unfamiliarity with industry terms and document names.