

Interview Escape Game	
Vision	Date: 16/Feb/17



**NORTHERN ARIZONA
UNIVERSITY**

College of Engineering, Forestry & Natural Sciences

Members:

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Interview Escape Game

<https://github.com/Alex-Nelson/fluffy-meme>

D.1.2 Customer Discovery

CS386 – Software Engineering

Dr. Marco Gerosa

Interview Escape Game Vision

1. Introduction

While a degree program offers students the opportunity to explore and learn many facets of their field, many are still left with almost no practical skills for application in the interview process once they have begun the search for an internship or job. This is especially true of more technical interview processes such as those in the field of computer science. In the absence of such preparation, a need arises, and what better way to fulfill that need than with a fun and stimulating game designed to help a student practice the skills necessary to enter that interview with confidence and land that dream job.

2. Positioning

2.1 Problem Statement

The problem of	not being prepared for a technical interview
affects	students in the Computer Science degree track,
the impact of which is	said students not getting a job after graduation, and
a successful solution would be	a fun, interactive and useful tool to prepare CS students in advance and increase their confidence with the process.

2.2 Product Position Statement

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For	current and graduating computer science students
Who	need and want to practice interview type questions.
The Interview Escape Game	is role playing game
That	Helps prepare CS students for the technical interview process.
Unlike	Quizlet,
Our product	is a fun and entertaining game.

3. Stakeholder Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
End Users	Computer Science students in need of a fun study tool to prepare them for the technical interview process	This stakeholder plays a key role in the design of the game via feedback
Software Developers	Computer Science students that will be developing the game	This stakeholder is responsible for the design, implementation and maintenance of the program

3.2 User Environment

The number of people involved in completing this task is one. This game will have different levels of difficulty. Normally the users will play between 20 to 40 minutes at a time. The environment constraints is that the user must have internet to play the game.

4. Product Overview

4.1 Needs and Features

Need	Priority	Features	Planned Release
To Work on multiple browsers	High	Portability	March 2
To not be static during gameplay	Medium	User interface aesthetics	March 30
To have multiple paths in the story	High		March 30
To display appropriate questions based on how well they are doing	Medium	Appropriateness recognisability	May 2

5. Other Product Requirements

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Requirement	Priority	Planned Release
Usability	High	March 2
Functional Suitability	Medium	May 2
Efficiency	Medium	May 2

Group Participation:

Alexis Alvarez – 26%

Lisa Arneau – 22%

Alexandria Nelson – 25%

Summer Stapleton – 27%