



NORTHERN ARIZONA  
UNIVERSITY

*College of Engineering, Forestry & Natural Sciences*

Members:

Alexis Alvarez

Lisa Arneau

Alexandria Nelson

Summer Stapleton

Escape the Nightmare Interview

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

D.1.1 Initial Description

CS386 – Software Engineering

Dr. Marco Gerosa

Computer science students are not prepared enough for interviews and don't know how to answer the questions of the interviewer. They don't have feedback about what to do, what they shouldn't do, and have no way of improving their capacities. To help solve this problem, the software we're creating is an educational game to prep CS students for interviews. In the game, the main character (played by the user) goes to a last minute interview for a mysterious yet famous company. The main character goes to the given address and find themselves at an old building in the middle of nowhere. Despite their better judgement the main character goes inside and discovers the company's unique interview process. To succeed in the interview, the user must solve a series of puzzles and answer questions in each room to get to the top floor. Thus successfully completing the interview. The questions and puzzles throughout the game are based on interview problems and questions. The software would also provide interview tips and allow for the user to input their own questions as well. The software will give feedback to the user regardless of if they completed the interview or not.

Group Participation:

Alexis Alvarez – 35%

Lisa Arneau – 15%

Alexandria Nelson – 35%

Summer Stapleton – 15%