**Responses from client**

**Q1: What do you currently do during our breaks?**

A: Currently, I either walk around and talk to friends or sometimes use the time to catch up on work or communicate with teachers. During the lunch break, I sometimes attend a club (which lasts around 30 minutes).

**Q2: What problems are there with this?**

A: I do agree that there are times when there is nothing to do sometimes (especially during lunch break), which can lead to boredom. Sometimes my friends may be ill/occupied with something or clubs may be cancelled, which leaves nothing to do for about an hour.

**Q3: How do you think these problems could be tackled with my proposed solution?**

A: This solution provides a system which, while tackling the obvious issue of boredom during breaktimes, may also motivate other students to create their own games for others to play.

**Q4: Do you believe that there are any essential features that are currently missing?**

A:

* As the system runs on a user login basis, there should be a way for a player to play the game (as much as possible) without signing in or connecting to the database.
* The game should have a tutorial level which explains the basic mechanics of the game to a new player.
* There should be a level list screen, which allows the user to go back an replay a level whenever they want to. Future levels should be visible but inaccessible (locked).

**Q5: Are there any features with my proposed system that you find unnecessary?**

A: While a message feature in the leaderboard is perhaps a nice addition, it would lead to possible bugs and errors in formatting. As well as this, a profanity filter would not be able to catch any implicit profanity (innuendo, racist connotations, etc.)

**Q6: Are there any limitations etc. etc….**

A: Don’t know how to answer that.

**Q7: Do you have any ideas about UI, or anything else to do with the Front-End?**

A: The UI should be as easy to use as possible for both old and new players:

* The player should be asked to login (or continue as guest per my request in Q4) **before** seeing the main menu.
* There should be a button the top left / top right of the main menu screen which allows the player to sign in/access their account settings.
* The main menu should then have the essential options for any game:
  + New game
  + Resume game
  + Select level
  + Leaderboard
  + Quit
  + (Anything else)

**Couple of things:**

1. Proofread
2. Is it supposed to be formal or not language-wise? If so, try to use more essay-style language
3. Apex Turrets: too similar to Apex Legends.