# Criterion A: Planning

**Scenario**

As our technological lives get more and more interconnected, through things such as online video games and cloud services, it becomes increasingly difficult to keep track of whether or not your friends are online. The issue is that in order to see whether or not our friends are online and what program they might be using, we need to open several programs and applications to find out. This is time consuming, annoying, and can use a lot of computer's resources that are not needed. The intended target clientele of this product is anyone who has computer products that connect you to other people. Those that will use it will most likely be those that play online video games on a regular basis.

**Consultation**

I interviewed a potential client, Nathaniel, and I proposed a possible design of the solution to him, he gave me advice on what he would want and how to improve it, the transcript of this is in the appendix.

**Proposed Product**

The user needs a fast, simple, a visually pleasing application that shows the user where the friends are online at a glance. The user needs to be able to sort the entries in a multitude of ways, and be able to filter the entries in a multitude of ways so the user can customize the program to his or her needs. Another need of the user is security, because there will be some private data used and it should store the information safely.

**Specific Performance Criteria**

- Simple, intuitive GUI interface
- Shows the login status of the user's friends across multiple programs
- Ability to map a person's name to usernames across multiple programs
- Ability to add multiple other programs to display login statuses from
- Ability to sort and filter the status results
- Use as little computer resources as possible

**Word Count: 303 words**