<u>Appendix</u>

First interview with my friend, the host of brain boosting club:

Me: Hi, how are you?

Client: Hi, good thank you, how are you?

Me: I'm great. I heard you're running a new club to help children boost their brain power whilst still making it fun, how have you managed that?

Client: Yes, I am. I use games to make it fun and interactive. Last week I introduced the game Sedecordle to them and they loved it.

Me: What is Sedecordle?

Client: Sedecordle is basically Wordle, but with 16 words at once.

Me: Wow that sounds awesome. Do you play it on a screen and have the children give you the words? Or do they all play by themselves?

Client: With most games, we start with me playing on a big screen, but it can sometimes get a little wild with a bunch of children screaming out words. I also let them play alone or in groups to compete against each other for who can solve all 16 words the fastest.

Me: Good idea, but is each game different, or are they all playing the same 16 words?

Client: Each game is different unfortunately; it would be better if there was a way of having everyone play the same words.

Me: Hey, I wonder if I could remake the game for you as my computer science IA, that way I could tailor it to whatever you want.

Client: Wow really? That would be awesome!

Me: Of course. If you already have an idea of what your custom Sedecordle game would be like, let's just discuss it now.

Client: Great! Well firstly, I would like a way for everyone to play the same 16 words, like maybe with a code that they can enter.

Me: By code, do you mean like a seed in Minecraft where anyone who enters that seed will get an identical world?

Client: Yes, exactly like a seed in Minecraft.

Me: That's very unique, I like it. Anything else?

Client: Ooh how about a solver that I can use to get the answers instantly.

Me: Good idea, tell me more about this solver, what features do you want it to have?

Client: Well speed and accuracy are important, so that if one of the children get stuck, then they can read out their game seed and I can enter it into the solver and get the answers

within a few seconds. And also, if I have a lot of children asking me for the answers at the same time, it definitely has to get the answers quickly.

Me: That sounds smart. Would you like the solver to have a login, so that the students can't access it?

Client: Definitely, I know a couple children who would try to get the solver to cheat, so a login sounds perfect to keep things fair and fun for everyone. Or maybe even have some sort of access code I can enter to use the solver.

Me: Good idea, I will incorporate a developer key into the registration process for you.

Client: Thanks.

Me: Any more requirements for the solver or game?

Client: Since there are only 20 attempts to guess the 16 words in the real game, your game should also have only 20 attempts, and the solver should preferably solve it in less than 20, more like 16 or 17 attempts.

Me: That makes sense, 20 attempts for the game, and 16 or 17 attempt for the solver.

Client: Perfect. I don't think I have any more requirements, so thanks a lot, and I can't wait to see what you produce.

Me: Well, if you think of anything else, we can meet anytime to discuss your new ideas. I would definitely like to meet again sometime soon, once I've come up with a more detailed plan and layout of your custom Sedecordle game.

Client: Yes, let's do that, I would like to have a lot of input on the GUI design, so that it stays simple and user friendly for the children.

Me: Of course.

Client: Thanks a lot, and see you soon, bye.

Me: See you soon, bye.

Second interview with Client:

Me: Hi, how have you been?

Client: Hi, I've been great, thanks. How about you?

Me: I'm doing well, So, I wanted to follow up on our last discussion about your custom Sedecordle game. Have you thought of any new features you'd like to add?

Client: Yes, I was thinking it would be great to have a dark mode option.

Me: I agree, but why do you think dark mode would be useful?

Client: A lot of the children play on their screens for a long time, and sometimes the white background can be a bit harsh on their eyes, especially in dim lighting. A dark mode would make it more comfortable and easier on the eyes.

Me: That makes sense. Would you like the dark mode to be a manual toggle, or should it always be in dark mode?

Client: A toggle would be best. Some children might prefer the default light mode, so I'd like them to have the option to switch between the two.

Me: Perfect. I'll add a toggle button to the interface. Have you thought of any other features that could improve the game?

Client: I think having a built-in timer would be really useful and would help track progress more accurately.

Me: Good idea, do you currently track their times?

Client: I usually just look at the clock to estimate how long each child or group takes, but having a timer built into the game would make it much easier. It would also make competitions fairer since there's no bias when reading a clock.

Me: Would you like the timer to start automatically when they enter their first word, or should it be manually started by the player?

Client: I think automatic would be best, that way it starts the moment they begin solving, and no one forgets to press start.

Me: Got it. And should the timer be visible at all times, or should it only appear at the end to show their final time?

Client: It should be visible at all times, so they can pace themselves, but maybe not too large so it doesn't distract them.

Me: That makes sense. I'll position it somewhere subtle but still readable.

Client: Perfect.

Me: Anything else?

Client: Nope, I am very happy with everything so far.

Me: Awesome.

Client: Well thanks, and I can't wait to see the final product.

Me: You're welcome, me neither!

Client: See you soon, bye!

Me: Bye.