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Milestone 2 Review

The IndieWatch system's primary features are concisely and thoroughly explained. The information in the overview flows well and logically, presenting the problem the software seeks to resolve and providing clear descriptions for all the main features of the tool, such as the Gamer Polling & Developer Contracts, Niche Adjustment Consulting, Playerbase Expansion Consultation, and Optimal Game Release Window Consultation. The content and structure of the elicitation are solid as it would make it easier for the reader to fully understand the scope and goal of this software.

The technical aspects of IndieWatch's procedure, such as data scraping from online game retail stores, and trend analysis via machine learning algorithms, are adequately explained in the document. The comparison between Friday the 13th and Dead by Daylight is one example of how real-world scenarios are utilized to show the practical outcomes of the software's features and give more depth to the explanations. However, there is still some room for improvement in the readability of the technical depth and clarity of the document.

My only few suggestions for some improvement of the document are to slightly narrow down the important points for more readability, and add a little more clarity to mentioned conceptions like "niche adjustment" or "Playerbase Expansion consultation" so everyone, regardless of technical experience or skill level, can fully comprehend the software's functionality. With those two minor tweaks to the elicitation documentation, it would improve clarity. Overall, this was excellent work done with all the important focuses.