INTERVEIW TO DISCOVER REQUIRED FEATURES DATE: 05/11/21

Game Mechanics:

* Should players have a limited number of guesses?
  + I think, by default, players should not have a limit on the number of guesses that they can make. However, I feel that it would be cool if players could choose at the start of the game if a limit is applied.
* Will players be able to change the round length?
  + Yes, this should be chosen before the game starts.
* Will players be able to choose the number of rounds?
  + Yes, this should be chosen before the game starts.

Visuals:

* For the drawing and guessing phase, should separate GUIs be used?
  + I feel that this will help separate the separate phases of the game.
* Should the GUIs be a minimalist design, or more complex?
  + I prefer a minimalist design and want the GUI to reflect this.

Sounds:

* Is background music important for the client?
  + It is not important, but I still feel that it would be good for the game and should be a jovial tune.
* Should there be additional sound effects (e.g., when guessing correctly)?
  + Yes, I want this as it will make the game feel more polished.
* Will players be able to choose their own music?
  + This is a feature that I feel is something that can be added after the main game is complete.

Online Capabilities:

* Should both private and public games be available to the player?
  + Yes, but public games should not be a priority. I would prefer private games initially and public games can be potentially added later.
* How should private games be accessible to players (e.g., through an email link)?
  + I think players should enter a code of the game to enter.
* Does the client want the possibility of friends in the game?
  + This should be a feature that is added after the initial requirements are met.

Scoring System:

* How should points be awarded to players?
  + Players should be awarded points based on the time it takes for them to guess what the images represent.
* Will players be able to vote for their favourite drawing?
  + I believe that this is a feature that distracts players from the purpose of the game. I want players to focus more on guessing the correct word, than voting for the best drawing.
* Should the leader board be shown constantly, or only after each round?
  + After each round, I want the leaderboard to be shown. This is something that is only at the end of each round, and at the end of the game.

Difficulty:

* Will the difficulty of the game change, depending on all the player’s performances?
  + Yes, this is a good idea from the developer. This will keep the game exciting and prevent a repetitive feeling.
* Should the difficulty change depending on the words or limits on time etc.?
  + Since I want time limits to be decided by the player, I think that the difficulty should be changed by choosing harder words.