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The clients for Gaming Room wanted to create a web-based application that was based on a Televison game called Win, Lose or draw. Which was from the 1980’s and the game show had puzzles and drawing games to guess certain clues. The software requirements that allowed users/players to be involved. Such as uploading pictures and answering questions that the games would ask them. The clients also wanted to stay within their budget. Something that I think I did well in the process of developing this documentation was taking into consideration what the client really desired to have in the game. Having meetings and discussing what they were interested in seeing in the games and application set up. It was helpful to know that the game was being based off the television to help give us an idea of what type of outcome to present to the client, so I was able to work around that. If I had to choose one art of my work from these documents to revise it would be having a better understanding of the operating system. Since it is a huge part of the project, I would put more of my focus on that to make sure that there are not any complications for when the users/players are using it. I interpreted the users' needs by thinking as if I was the user playing the game. Through every step of creating the application, how would the player feel or react to the design or set up. Since the application is for the users, it is important to keep in mind if it would be easy to use, access or if something is too complex for the user to deal with and end up getting frustrated. This would cause the users to leave and have no interest in returning to play the games or use the application. When I created a pseudocode, that helped me with getting all the ideas out to see what I had in mind and then was able to organize it. This also helped me to planned accordingly in seeing how much time does one thing need compared to other aspects of the projects. It is also important to see how much storage or memory is available to avoid any issues.