Appendix B - Consultation

Conversation with Client prior to development – Criterion A:

Me: "Hey, I have a project for my computer science class and I was thinking, why not make a chess program for the kids here."

Client: "I think that's a great idea."

Me: "Ok, I'll get working on it."

(A few days pass)

Me: "Hey Stephanie, I've realized that making a chess program is too difficult for me, so I was thinking, why not make a checkers program instead?"

Client: "That's fine too, especially because a lot of the kids misunderstand chess. Checkers will be a lot easier for them to grasp, and I think some of them will have more fun."

Me: "Ok I'll get working on it, thanks Stephanie."

Conversation with Client for Feedback – Criterion E

Evaluation:

Me: "Hey Stephanie, I've finally finished the checkers program. Take a look and tell me what you think."

Client: "Wow, looks nice. Everything you told me about before is here. There is a full board, with different colored pieces, and both kings and regular pieces. There's even a menu before the game, and a menu during the game. "

Me: "Even better, it tells you when a move made is illegal."

Client: "Wait, let me try it…Oh yeah it does. I tried to move a piece on top of another and it told me the move was invalid."

Me: "Here, lets try and play a game and see if it detects when the game is over."

(me and client play a game)

Client: "Ok, so it should tell me that it's game over now, right?"

Me: "Yeah, it should, as soon as I confirm my move."

(confirms move)

Client: "Cool, so that works too. I guess everything you said works."

Suggestions:

(was continued from previous conversation)

Me: "Ok now Stephanie, if I were to have time to improve this, what changes would you suggest?"

Client: "Well, definitely, since I run a chess club, an obvious change would be to make a chess game, instead of a checkers game."

Me: "Ok, anything else?"

Client: "Well, you're game tells me when a move is illegal, but not how? I mean, if a player doesn't know the rules that well, won't he be confused as to how the moved made was illegal?"

Me: "You're right, I should probably add in a component that tells you what was wrong with your move."

Client: "Yes, which brings me to my next point; maybe you should also include a part of the game that tells the player the instructions. Like at the main menu, add an instructions tab."

Me: "Good idea"

Client: "Lastly, tell me, what do you notice about any flash game you play on the internet?"

Me: "umm….?"

Client: "In addition to have a 2 player modes, they have 1 player modes, where there is only a single player than plays against the computer."

Me: "I thought of that when I made the game, but I thought it would be too difficult. But you're right, if I had the time and the experience, it would be great to implement a player vs. computer mode."

Me: "Anyway, thanks Stepanie. I'll send you a playable version of the game soon."

Client: "Oh you're welcome, and of course, thank you!"