Example 1:

It gives great detail in how the end user will use the system.

Cancelling/rescheduling checking payments, managing payments/total income.

It suggests how often the end user will use the system.

Technical skill level is low.

Unknown if end user is one person or more.

Data requirements include – lesson times, payment, paid, student, etc…

Key requirements + optional extras include: sending messages to students before lesson to remind them.  
Cancellation should be at discretion of end user. Ability to answer phone calls when busy.

Finance management.

Example 2:

* How will the use the system?

At family gatherings mainly, children and adults will compete in the game of monopoly.

With a 4 player maximum and 1 player minimum.

Different numbers of players would change the rules.

With 1 player, the other player/s would be AI.

* How often will they use the system?

At events, family gatherings, holidays etc.. Though occasionally with 1 or 2 players at other times.

* What is their technical level of skill?

Needs to fit both a high and low level of skill- since game is for both adults and children. To accommodate this, there is a difficulty setting which can be changed: hard, medium, easy.

* Is this a single or multi-user environment?  
  Multi user environment with the option for single user with AI
* What are their data requirements?
  + I.e. what things are really important to them that you need to make really easy and accessible

Current game information, amount of players, difficulty level, winner/loser, not enough data requirements

* Do they have any key requirements?

Key requirements include changing rules somewhat to accommodate different numbers of players.

* Do they have some optional extras that might enhance their working? No optional extras.

-No big paragraphs

-Readability

-age range 10 years e.g. 15-25

End user: 15-25 year olds

What games do you play? (Difficulty)

How many people do you play games with normally?

On what device do you play games?

What kind of features make a game fun for you?

How often do you play games?

Do you prefer online games or co-op?

How competitive do you like your games to be?

How are your technical skills?

Do you like to have direct communication in your games? (Send messages while playing/voice calls?)

What features do you look for in a good board game?

How difficult would you like your game? (Difficulty of AI)

How do you like competition to take place in a game? (Scoreboard, etc…)

What kind of games do you like? (Genre)

What games are you good at?

Do you like your game to updated?

What kind of graphics do you like? (Appearance, quality)

What consoles do you use to play games?

Tutorial?

What kind of look do you prefer in your games? (Themes, etc…)