

# Banter Ice Cream Internal Management Software

Development: Team 8

Client: Team 1

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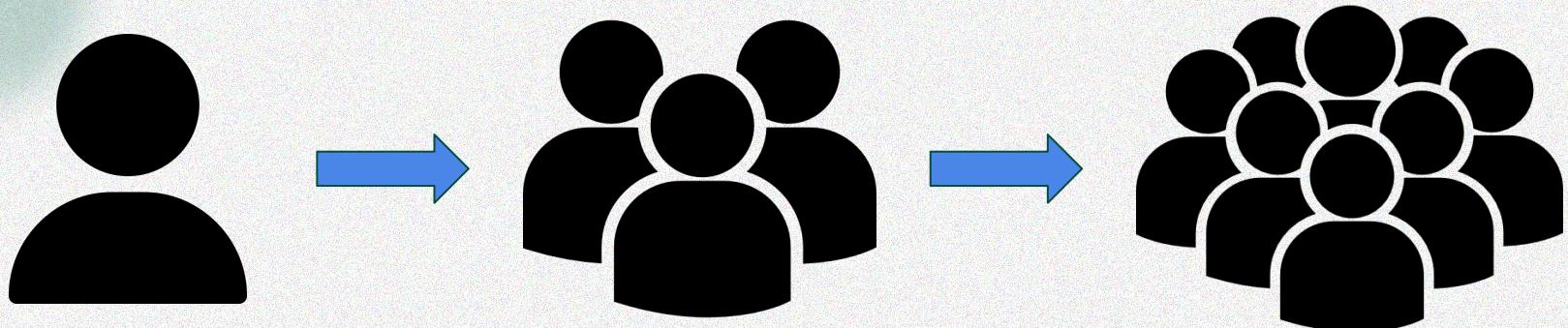
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# Background

Banter

# Elicitation

# Client: Team Communication



# Interviews - Background



# Interviews

## Client

- Questions
- 1 Interviewer
- Developers receptiveness
- Difficulty relaying knowledge

## Developer

- Expanded on questions
- Explained thought process
- Clients understanding
- Question collaboration
- Repeated questions
- Review interview with team

# GitHub - Issues Feature

## Developer

- Clarified issues in interviews
- Added an explanation of how issues were resolved
- Difficult to get responses through GitHub Issues

## Client

- Sparked impactful conversations
- Verifying developers edits

# Prototype Demo

## Client

- Prototyping scenario context
- Confusing prototype flow

## Developer

- Interactive demo
- Remembering implemented functionality



# Prototype Demo

## Client

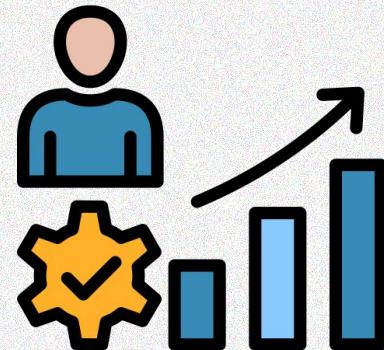
- Prototyping scenario context
- Confusing prototype flow

## Developer

- Interactive demo
- Remembering implemented functionality

# Development Process

# Developer: Team Communication



# Overall Reflection

# Thoughts on the Project

- Switching inner-team roles
- Using professional, unambiguous language
- Compromise is important



