Darnita Holmes

Project 6

Module 6: Building a Prototype: Finding Customers

My hypothesis is that customers would have many feature requests because at this time, there are no options other than to read and post. Currently, the website is useful but does not completely match the use case. I requested feedback from 13 people and so far about 5 have responded. Here are their responses:

Message 29: Aaron

"The threads don't need to be number. For whatever reason it give an error message even though it makes a thread. There's no why to make post in threads. It could look better."

I plan to remove the post numbers from the threads and the error message has been removed. I am still working on making reply posts but I might change the Use Case to remove this functionality and not have a response.

Message 42: ???

"GAME'S CONCEPT: I would like to see character information, and scenario descriptions."

I would love to incorporate this but I don't know how that would work. I could see something like this having its own forum which would be beyond the scope of the message board in given the lifespan of he messageboard.

Message 42: Dianne

"VISUALS: I like bright colors, and would love to see eye catching visuals that grab my attention."

I am not very artistic and great with Front-End design so I would hope I can make these changes.

what you build so far useful or does it have to change?

Overall the feedback appears to be focusing on visuals and functionality. I plan to update the my UseCase and resubmit.