**Name:** Damandeep S. Kapoor

**Interview with:** Hadi and Ali Partoui

**Date:** December 13th, 2014

1. Who are the clients?

The clients for this project will be Hadi and Ali Partoui, who are expert coders for Code.org. These two brothers are very heavily involved in the technology industry.

1. What problems do you want to solve and what is the purpose of this game?

The problem that Hadi and Ali Partoui want to solve is that they wants us to make a game using arrays that high school students can learn coding from. The game should be something other than Flappy Birds because this game is already a part of the Code.org website. The purpose of this game is to get high school students involved with coding and we want them to start looking at arrays. Hadi and Ali Partoui will build the Code.org website and load the games, however we need a teenager perspective for the game so we have to code the game.

1. Who will the stakeholders be?

**University—** There are a decreasing amount of students going into the computer programing industry and once they are at university studying programming, these students don’t have the background knowledge to program and succeed in the course.

**High school teachers—** The teachers in high school have low qualifications in programming and there are a few amounts of these teachers that know how to code. Thus, we need some more teachers in this field.

**Future employers—** Employers need good coders

**Economy—** If we don’t develop students who can code than we won’t maintain first world status when the technology industry grows.

1. Who are the users?

The users of this game will be High school students, who will be using the online version on Code.org. These students will get involved with the game and also learn how to code similar games.

1. How long should the game be?

The game should be about 500 to 3000 lines of code, however there is no specific time limit to the game because the purpose is just to get the high school students to learn how to code.

1. What are the code requirements for the game?

The game should be a one or two player game. There should be a winning conditions or point systems. There should also be if statements, arrays, and methods. As a bonus, there should be some new widget, rather than the usual JButton, JLabel, and JTextField.

1. What are the GUI requirements?

The screen size should be 1024 pixels by 768 pixels. There needs to be Buttons and Labels and pictures (sourced if taken offline). Also, there should be multiple screens for the game. Finally there should be instructions on the screen.

1. What is the budget?

The budget is $0, however there will be merit base system out of 8.

1. Do we need a specific theme?

The game must have a theme so for example if you choose to make chess, the chess pieces should be snowy or any other version to change up the original chess.

1. Will there be any modifications?

There will be modifications by other programmers later on after we are done making the game, so we have to build a program that is easy to change later on. This means that there needs to be good variable names, so that anyone programming later on can recognize quickly what each variable is referring to. There should also be a title comment (name of programmer, date created, and purpose), and there should be some brief subtitle comments for each section of the program. There should also be methods in the program.

1. What’s the timeline for the project?

Interview done by Tuesday, December 16th, 2014

First Playable is due Friday, December 19th, 2014

Criteria A (Research) due Tuesday, December 23rd, 2014

Criteria B (Plan) due Tuesday, December 30th, 2014

Criteria C (Code) due Tuesday, January 13th, 2014

Criteria D (Reflection) due Thursday, January 15th, 2014

1. Are there any security concerns?

There are no security concerns what so ever.