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Interview Objectives and List of Questions (ITSE 2473)

Initiative and Spell Effects Tracker for
Ameron Gaming

Interview Schedule and Details

Group: dnd.idleplay.net

Interviewee: Steven Kraal, Game Master of dnd.idleplay.net gamers

Proposed Date and Time: Thursday October 17th 5:30pm

Objectives for the Interview

This interview has three objectives. The first one is to familiarize myself with the general rules of the d20 gaming system to see how they apply to a gaming session. This will hopefully give me a feel for the type of application its role in the effective running of this game. Second objective is to get a broad framework setup for the format of the application and lastly to list the features that the client wants to be included. I know the client for this project is very familiar with the environment that this application is to fit into and also familiar with other such applications that are currently in use so fulfilling the last objective might be as simple as taking down a predefined list. It is my objective to determine that and if not to help the user define that feature list.

Interview Questions

Question 1

Tell me about your role as a Game Master for your group and the game in general so I can get a feel for where this application fits into the running of your game?

Question 2

Who will be using this application?

Question 3

What is being done with the application and why do you feel it is necessary to use an application to do what might otherwise be done on paper?

Question 4

Where will this application be used, is it used live while gaming?

Question 5

When is the application used? (This might be explained by the answer above but if not then establish exactly when it comes into play.)

Question 6

How do you intend to actually use the application?

Question 7

What inputs are going to be used on this application?

Question 8

How often will the inputs change? Will the information be static or do we need to design the system to be easy to interface with for data entry?

Question 9

What input fields are there, and their types?

Question 10

What are the processes that need to be added? That is what does it need to do to the initiative, what operations need to be carried out on those numbers? Spell effects duration: what operations are required there?

Question 11

What should the layout of the Input interface be?

Question 12

What should the format of the Output be in?

Question 13

What other features and processes can you detail for me? Do you have anything in mind as far as how this application will look or do you have anything to compare it with, a similar program already in existence?

Question 14

What about the performance? What is the hardware specifications required for this project? Do you have any special requirements?

Question 15

What other performance requirements do you have?

Question 16

What controls will be required? Does this application need password protection or user levels and profiles?

Question 17

Do you require logging?

Question 18

Do you require auditing?

Question 19

I will probably have many questions throughout this design and coding stages. What is the best way for me to contact you to get quick answers to questions? Do you have an alternate contact?

Question 20

Is it ok if I interview one of your players to get a feel for how this application will affect them, even if they never use it?