Interviewer: Hi Roger, thank you for agreeing to speak with me about your needs for a chess app. Before we dive into the details, I'd like to ask how often you play chess and how you usually play it.

Roger: I play chess semi-regularly, usually a few times a week. It's a hobby that I enjoy during my free time. As for how I play, I primarily use my phone and an app called Lichess. It's convenient for me to have chess accessible on my phone whenever I have a spare moment.

Interviewer: That's great to know, what you like about Lichess?

Roger: One of the things I like is the ability to choose the difficulty level. It's great because it caters to players of different skill levels, allowing everyone to play at their preferred challenge level. Plus, it's nice to have the option of making the game easier or harder based on my mood.

Interviewer: That's interesting. What else stands out to you about Lichess?

Roger: The interface is very user-friendly, which I appreciate. I find it much easier to move the pieces by dragging and dropping or clicking, rather than having to type in the moves. It feels more intuitive and convenient. Additionally, Lichess has these satisfying sounds when you make a move or capture a piece, which I find quite attractive.

Interviewer: Sounds like Lichess has some appealing features. Anything else that you particularly like?

Roger: Yes, I also appreciate how the moves are recorded and visually highlighted. It's helpful to see the last move and have a list of all the moves made in the game. Plus, similar to chess.com, I can step back through the moves if I want to review the game. It's a feature that I find really useful.

Interviewer: Before our conversation, I took a look at Lichess myself and noticed some similarities to chess.com. Do you think there's a convention followed in terms of design and features?

Roger: Absolutely! The interface and features of Lichess do resemble chess.com quite a bit. It seems like there's a convention in place when it comes to the design and functionality of chess platforms. This makes it easier for me when I want to start using a new chess app as the graphics and layout are similar.

Interviewer: You mentioned earlier that Lichess allows for two users to play against each other online, but you're more interested in playing against the computer. Could you tell me more about that?

Roger: Yes, I prefer playing against the computer on Lichess. One of the features I really like is the high level of configurability. For example, I can change the colors of the board to something like brown and cream, and I can choose to play as white or black. It even allows me to configure the starting positions of the pieces. This flexibility lets me play variations of chess, sometimes even with an unfair advantage against the strongest AI. For instance, I can have extra pawns or remove the opponent's queen.

Interviewer: That sounds like a fun way to customize the game. Did you mention any other features that you liked or would like to see?

Roger: Yes, one feature I find missing on chess.com, but Lichess has, is an undo button. It's really useful for casual players like me who occasionally make mistakes or miss clicks. I know it's a bit like cheating, but players can always choose not to use it if they prefer.

Interviewer: Interesting, could I now ask about other features. I thought it would be a useful feature if a chess app could save the game after each move. This way, if the website is closed or there's a loss of Wi-Fi connection, the game can be continued when the user logs back in. Is this something you're aware of on Lichess?

Roger: Actually, no, I wasn't aware of such a feature on Lichess. But it would be really helpful, especially in situations where I need to pause a game or encounter technical issues. Being able to continue from where I left off would definitely enhance the user experience.

Interviewer: I see. On a different note, what are your thoughts on having a trophy reward system for winning matches or a leaderboard for ranking players?

Roger: Personally, I don't think a trophy reward system or leaderboard would interest me. As a casual player, my focus is more on enjoying the game and challenging myself rather than competing for rewards or rankings. However, I can see how it might appeal to more competitive players who are seeking that kind of recognition.

Interviewer: That's a valid point. Lastly, what do you think about the inclusion of a move clock or timer in the game?

Roger: I believe the move clock or timer should be optional. While some players may enjoy the tension and strategic element it adds to the game, I personally prefer having the time to fully consider each move. For me, it's more about the relaxed and thoughtful gameplay. I think having the option to enable or disable the move clock would cater to different preferences and player types.

Interviewer: That makes sense. Oh, one more thing you mentioned earlier: you prefer difficulty settings to be discrete rather than continuous, right?

Roger: Yes, that's correct. I think having discrete difficulty settings, like different levels to choose from, is preferable. It allows users to ensure they are playing at the desired difficulty and provides a clearer sense of progression and challenge.

Interviewer: Thank you for sharing your thoughts and insights, Roger. Your feedback and perspective on Lichess have been valuable.

Roger: You're welcome! I'm glad I could contribute. It was a pleasure discussing my experience with you.

Interviewer: Thank you once again for your time. Have a great day!

Roger: You too! Goodbye!