The two research methods that we used was a survey and character profiles. We decided to use the survey method because it is very effective in targeting a large group of people in a short time span. Since we only had a little over a week to conduct these research methods, we decided that a survey could be very effective in learning what features may be useful in our project and to learn more about our users. Surveys also provide many unique perspectives from people all around the world. What we learned was that most of our users are between the ages of 20 and 25 and that there is an equal distribution of genders. Most of users play many different types of games varying ranging from mobile games to computer games. They play games almost every day of the week and play around 2 to 5 hours on average. Most of the responses say they mainly play games on the computer and that they either have no trouble finding people to play with, or a lot of trouble. The responses favored message chat, a way to add friends and to be matched with users of similar skill level as features they would like in the application.

The second research method we used was character profiles. We used this method because a lot of our friends play games and we could base some of the profiles off of them, and use the survey responses as a part as well. This would help us easily develop these profiles and we could get a general idea on our potential user base. Understanding our different types of customers will help us develop new and more ideas to target them and use our application. Some of the profiles we developed were a 23 year old female named Naomi who like to play instruments. She often likes to play multiplayer party games such as Overcooked, Mario Party, and Mario Kart. She likes to have a good time with friends and has an easy time finding friends to play with. However she still wants to find new people and make new friends but wants an easy way to contact them with no hassle and to block unfriendly users. Another user with a different personality would be Jason Wang, he is a 26 year old male student who is a serious and hardcore gamer. He has a low tolerance with silliness and prioritizes winning. This means he like competitive games with a robust player base like League of Legends, Dota 2, and CSGO. He would like to find other competitive players of similar skill levels that will take the game seriously and be able to connect in real life. So from developing these profiles we learned that there are mainly two audiences we should try to target, the casual gamer trying to find new people to play with and the serious gamer who wants to win and find equally competitive people.

The responses we received from the questionnaire can be found at: <https://docs.google.com/forms/d/1Ncx7qQBUeMO6OhAmcMoMSN6FKiK4nPQdp0LNrMdPf_Q/edit?fbclid=IwAR29MdX7f7G1KzzC2TS1FIvHRakfFE_q7_9U1yiecMmUCyOXS09BoIDScus#responses>

The character profiles can be found at: <https://docs.google.com/document/d/1bB8U_Avjb9zCaJ3jfhblixKPU9DxOg0Rpq41Im5KCPc/edit?usp=sharing>