

Appendix

Appendix 1: Transcript on first interview with Mr. X

Me: Good evening, Mr. X.

Mr. X: Good evening.

Me: I recently heard from your friends that you have been struggling in this fantasy football game Fantasy Premier League (FPL).

Mr. X: Yes, that is true. Although I decide carefully, and try to take everything into account, I haven't been able to successfully rise above last place in my local league. It is getting kind of embarrassing now, to be honest.

Me: So how do you make your in-game decisions currently?

Mr. X: "Currently, I only use intuition and my footballing knowledge, without analyzing all possible choices, to make in-game decisions.

Me: Could you elaborate on what has been your main struggle in the game?

Mr. X: I can't manage my budget efficiently. I always end up making the wrong decisions and waste my money on unnecessary transfers in the game.

Me: What a shame! Which device do you use on a daily basis?

Mr. X: I just use my Dell laptop, which has Windows OS installed on it.

Me: Awesome, and what would you want me to build, if you could provide some sort of vision of what is it that you want?

Mr. X: Any analyzer-kind-of program that takes into account different variables and could suggest me the best possible team.

Me: Fantastic, is there anything specific to FPL I should know about before starting the project?

Mr. X: Yes, you should definitely check the rulebook from the official FPL website, since there are other game-specific restrictions that must be made before choosing a team. I would also recommend playing it once to understand how the game actually works.

Me: Brilliant, I will do that. That was all for today. Thank you so much for your guidance, I will get back to you in a few days.

Mr. X: Sure, thanks for your help with this program. Have a good day!

Me: Same to you, see you soon!

Appendix 2: Transcript on second interview with Mr. X regarding program features and planning the project

Me: Good morning, Mr. X, I have brainstormed a preliminary structure and contents for the program.

Mr. X: Well, let's hear them.

Me: Ok, so basically, the program will allow you to compare game statistics of any players head-to-head. It will suggest to you the best possible team based on in-game restrictions, requirements, and total budget for the upcoming game week. Also, you would be able to visualize the team through an interactive FPL-like GUI interface. I hope this works well with you

Mr. X: Amazing, those sound like interesting features to me. Could I suggest a few additional ones?

Me: Oh, yeah! Of course, go on.

Mr. X: I would also like to compare different players to modify my team according to personal preferences, gut feeling, and instincts. Furthermore, I would also like the program to consider individual player performances in recent weeks and how many other FPL players have chosen the player in their team.

Me: Of course, I will add those to the general preliminary contents as well. I also wanted to talk about the path to execution with you. I was thinking of meeting every month, and discussing the progress, so that you and I both have a clear idea of where the program stands and how would it be made better.

Mr. X: Sweet, that works well for me. However, I would like to further discuss the visual design of the program still, so that you can have a clear idea of what to do.

Me: Okay, I will get back to you once I have sketched the initial design and then you can give me feedback on it. That was all I had to discuss today; do you have any further questions?

Mr. X: Nope, everything seems just fine.

Me: Fantastic! I will take your leave then; see you soon, have a good day!

Mr. X: Same to you! Bye-bye!

Appendix 3: Transcript on third discussion with Mr. X regarding UI design

Me: Hi, Mr. X. I have made some initial designs for the software. Could you review them and provide some suggestions?

Mr. X: Sure, let's see them.

[Mr. X takes a look over the design images and prints...]

Me: So, how do they look?

Mr. X: These look very good to me, much better than I had imagined. Although it would be nice to have some kind of a home page, like a welcome page.

Me: That's an amazing idea! I will implement that into my design as well.

Mr. X: Sounds great! Also, maybe instead of making a menu for the tips, just use a pop-up menu. That would be a lot more convenient for me. Also, I have been working on the form rating index weights and method that should be implemented in the software. I will email that to you in the coming week.

Me: Alright! I will modify the design for tips and will be waiting for your email.

Mr. X: Great job! Thanks for these designs; I love them.

Me: Fantastic! I'll make the required changes and let's meet soon. See you! Have a good day!

Mr. X: Same to you! Bye-bye!

Appendix 4: Transcript on fourth discussion with Mr. X regarding final testing and evaluation

Me: Hi, Mr. X, thanks for taking your time to talk to me. As we discussed, I wanted to go through the success criteria and seek your feedback for each.

Mr. X: Sure, my pleasure. Shall we begin?

Me: Yes, let's start. The first success criterion was that the user can filter the list of players based on position and club. Was this achievable?

Mr. X: Definitely, this was an amazing feature. Now, I am able to quickly see players according to their clubs and positions which helps me a lot when trying to meet FPL constraints. As a result, I am able to build my team pretty quickly.

Me: I am glad to hear you liked it. The next success criterion is that the user can directly compare the statistics of two chosen players playing in the same position, for example, goals, assists, xG (expected goals), etc. What do you think about this?

Mr. X: I would argue that after the best team suggestion feature, this has been the most helpful for me. Now, instead of going online and trying to find player statistics and switching between tabs to compare them, I can just select any two players and then just click the compare button. It is amazing since it also doesn't waste my time by showing unnecessary stats like "penalties saved" by a forward.

Me: I love the enthusiasm. Thanks. Let's move to the third criterion. The program gives a list of most in-form players, in different playing positions, in the recent weeks based on a pre-defined scoring index. How has this worked for you?

Mr. X: Just like the other features, this has worked great for me. This indexing method is actually pretty consistent with my perception of who the most in-form player is. Although, it could be made better if by clicking on the player's name in the table, a pop-up appears that would show his stats and player profile.

Me: That's a great suggestion, thanks! In the future, I will definitely make this a part of the software. Well then, let us move to the 4th and 5th criteria. The fourth is that the program suggests the most optimum team for the upcoming game week within positional, financial, and club constraints. The fifth criterion is that the user can visualize the starting 11 for the team with different possible playing formations and positional weights through a GUI interface. What would you like to say about these criteria?

Mr. X: Simply put, since I have started using this feature, I have moved from 8th to 2nd in my local FPL league. I am in awe of this feature. Not only can I see the optimum team, but the visuals are also very pleasing. It is just like the FPL interface which makes it feel very real. All the constraints are satisfied by the team, and I also get to experiment with different playing

formations and positional weights. I like that it is not very rigid, and I still have a lot of freedom over the choice of my team.

Me: Great to hear that! Well, let's talk about the sixth and last criterion: the user is provided with several tips to create their FPL team. Is everything working well with this?

Mr. X: It works just fine. At one click, I get new tips which are all very helpful. Although I usually just go with my intuition while building my team, the tips prove to be quite supportive every now and then.

Me: Amazing! Thanks for your feedback. Is there anything else you would like to add or are there any suggestions for improvement?

Mr. X: Actually, yes. The product could have some kind of authentication or login page in the software, since sometimes my friends open it and have a look at my team when I am away from my laptop. That way, my team and building strategies would remain safe, away from my competitors.

Me: That's an excellent idea. I will definitely take that into consideration for future updates. Thanks for your time!

Mr. X: Your welcome! I thought you would love to know that thanks to you I am now able to boast about my FPL skills and feel really comfortable with my team every week since I know it is backed up by *FPL Guru*.

Me: Glad to hear you love the product. Bye-bye, have a nice day!

Mr. X: Same to you, see you!