# User Group Comments

**John, Group Leader**

Jarryd is making the app as part of his Uni work - and the scope is somewhat up to him, however...   
  
The app needs to address several problems. And when you get into it, there's a lot of user requirements, issues and yada for our group. There's a balancing act of allowing people to organise tricky to get to table games with known players and also being welcoming to new people and not just having a cliquey Youre Not From Around Here cold shoulder thing going on, AND addressing social anxiety issues, and unfamiliarity, and yada yada yada. ( Headache ).  
  
But basically game organising that is -  
1) Inclusive of \*everyone\*. Particularly new people and those who want least fuss.  
2) Allow good organisation of pre-arranged games.  
3) Allow good organisation of games on game night.  
  
Also the point of all this is to let the system / computer do the management. If someone is having to babysit a process it's a failure.  
  
All you really need is a central list of available games, and people can vote on what they want to play. The particulars of that list break down into pre-arranged games, so games that go up on a list before game night. And then games that turn up adhoc on game night and are visible to everyone - either via their mobile device, OR, and here's the kicker, available through a large public display.  
  
Ideally what you want is an app that allows a given user to keep a record of whatever games they have. Flag them to be pre-arranged or not. Or flag them as games I am bringing with me this week. Voting to play a game is as simple as clicking on a game in the list, which will mark you as voted, and on game night when the process is resolved, the system will tell you what you're playing based on a bunch of voting weights.  
  
On game night the whole thing should be available from a large public display ( via hooking any device up to a chromecast ) - which allows new people to see whats available to play as well as those who dont buy into the app process to still interact with whats going on.  
  
Effectively you move game organising into an on screen digital space. To the refuseniks or new it will be better than a roll call - no having to shout what you have or failing to hear what others have. To those who do buy into it they will get a way to browse whats available AND - cool thing - be able to read what a game actually is if they dont know ( which is most of the time ) via a click.  
  
As for being available for other gaming groups, yeah, sure, very possible in theory. Development is somewhat Jarryds thing atm as he's doing it to fulfill course requirements. So. It may or may not be a workable prototype. Plus theres an issue of user buy in - if no one is interested its not going to work out, but, casting it onto a big screen guarantees its at least somewhat fit for purpose as it will replace a game roll call.

**Pete**

The interface is key to user buy-in and acceptance – nothing should be complicated or time-consuming.

The app should be able to take a user’s secret preferences of other players to play with or avoid.