Elicitations:

Interviewee 1:

Name: Hossein Hafezi
Email: hafezimasoomi@gmail.com

Question: Given our current implementation of Toohak what would you like to add to it?

Reply: Given the current implementation I see you have a score multiplier. However it would be cool to have power-ups that enable players who have lower scores to get extra points. An example would be to reveal to the player 1 of the answers that are incorrect.

Question: Do you believe the current point system is fair?

Reply: No, the current implementation seems to only reward players who get the answers first. It would be beneficial either to allow players with lower scores to get bonus points, or have players who answer the question first and get incorrect lose points.

Question: What do you dislike with Toohak?

Reply: Although the overall implementation is good, the game lacks customizability. Such as being able to customise your avatar, or have your name displayed in a certain colour.

Question: How do you find the current user interface ?

Reply: The overall user interface is great, it is easy to navigate and text is clear to understand. However it lacks dynamic elements, Such as videos, GIFs and overall colour choice.

Interviewee 2:

Name: Kiet Hoang
Email: unholytyrant654@gmail.com

Question: Given our current implementation of Toohak what would you like to add to it?

Reply: More game modes would be fun, for example a mode which is just rapid fire questions so that players have to be quick

Question: Do you believe the current point system is fair?

Reply: Yes in the sense that faster players should be awarded more points, however points should be awarded based on the time it took to answer instead of the position you answered in as this would be a better way to keep score.

Question: What do you dislike with Toohak?

Reply: Currently there is no incentive with Toohak in the sense that the player does not really feel rewarded even when they are winning, there should be awards such as badges which players can equip to their profiles to make it more engaging.

Question: How do you find the current user interface ?

Reply: The current interface is fine however it is rather bland and is not very exciting to use.

Question: Given our current implementation of Toohak what would you like to add to it?

Reply: More game modes would be fun, for example a mode which is just rapid fire questions so that players have to be quick

Question: Do you believe the current point system is fair?

Reply: Yes in the sense that faster players should be awarded more points, however points should be awarded based on the time it took to answer instead of the position you answered in as this would be a better way to keep score.

Question: What do you dislike with Toohak?

Reply: Currently there is no incentive with Toohak in the sense that the player does not really feel rewarded even when they are winning, there should be awards such as badges which players can equip to their profiles to make it more engaging.

Question: How do you find the current user interface ?

Reply: The current interface is fine however it is rather bland and is not very exciting to use.

User stories:
1. **As a player I want the ability to customise my in-game avatar and playertag colour and font so that the game is more visually appealing and fun.**
2. **As a user of the app I want the ability to add GIFs and videos into the quizzes so that the players playing my quiz are more engaged.**
3. **As a player I want the app to allow for an option which allows for powerups and other methods to come back from a point deficit so that the game can be more enjoyable.**

User Acceptance criteria:
1.
- **Customise button should be placed below the lobby of joined player names**
- **Customise button when clicked should direct the player to a new page**
- **On the new page the user can customise the player name and select from pre existing avatars**
- **The avatars can be further customised with accessories such as hats, masks etc.**
- **Confirm button should be placed at the bottom of the page to confirm the changes**
- **When the confirm button is clicked the player should be directed back to the lobby with**
2.
- **When the quiz is being created there should be the option to add GIF or video as well as the image option**
- **There will be a preview button at the bottom of the screen**
- **Upon clicking preview a preview of how the question page would look would be displayed**

- Translucent arrows would be displayed on the corners of the GIF or video added to prompt the user to adjust and move them
- A close button would be placed in the top right corner of the page

3.
- When creating a quiz there should be a toggle option for 'powerups'
- When this option is selected it allows for players to receive random powerups throughout the course of a quiz
- Powerups should be displayed at the bottom of the screen during the countdown period between each question which the player can hover
- When hovered the name and description of the powerup should be displayed
- The player can click the powerup to use it for the round that is about to commence
- Each powerup received can only be used once

Use Cases:

- use case: customise player's avatar and name colour
- goal in context: allows players who joined a quiz session to customise their avatar and name colour.
- scope: website, server
- level: sub-function
- preconditions: player has successfully joined the session and is waiting in the Lobby state.
- success end condition: player's avatar or name colour successfully set/modified.
- failed end condition: player's avatar/name colour not updated.
- primary actor: player of a quiz session
- trigger: select 'Customise" at the waiting screen at Lobby.

Successful Scenario:
- Player chooses 'Customise" while at the waiting screen in the Lobby of the session.
- Pop-up window prompts the player to choose their preferred in-game avatar from a selection of pre-designed options (animal faces), and choose a colour for their in-game name.
- Player decides on their avatar or name colour.
- System prompts for a confirmation of this choice of avatar or name colour. Default options are selected when the prompt pops up.

- Player confirms their decision.
- System sets the avatar for the player, and changes the colour of their name which will be presented during the session of the quiz.

Validation:

Interviewee 1:

Name: Hossein Hafezi
Email: hafezimasoomi@gmail.com

Question: Based on our last interview you said there was a lack of power ups, we have added power ups, such as "Reveal answer", "50/50","Sabotage" and "Time extender" . Do you find these to be good?

Reply: Would the power ups added to the game feel much more exciting, however the opportunity to get these powerups and limit. If the player is given a greater chance to receive the power ups then it would be perfect.

Question: Would the implementation of power ups and adjusting the scaling to allow users who answer late, get greater points now believe the point system is fair?

Reply: No, although the power ups help to make the point system fair, the scaling for players who answer late is not. As it encourages players to just keep waiting,keeping the scaling to the first answer is best, but your implementation of a greater risk to reward ratio for the player who answers first is good.

Question: Based on your feedback on what you disliked about Toohak, we have implemented different colours to the user interface, and allowed users to update the player avatar with animals that they can get via "Toohak points".

Reply: The overall user interface looks much more exciting that "Toohak point" idea is greater as it encourages player to be more active.

Question: We have implemented the ability for users to update their player tag colour as well as being able to add GIFs in the quiz and questions, do you find this better?

Reply: Yes, the quiz is better with addition of playertag colours and Gifs.And implementing animals as avatars is a great idea.

Interface Design:

Route	CRUD	Input	Return	Description
/v1/player/{playerid}/customise	POST	playerId, playerTagColour, avatarAnimal	{}	Allows player to choose their name colour and avatar picture
/v1/player/{playerid}/powerup/{type}	POST	playerId, power up they own	{ Type: 50/50 NumpowerUp left:123 }	Allows player to use a particular powerup they have
/v1/admin/quiz/{quizId}/session/{sessionId}/gamemode	POST	SessionId, Gamemode type, token	{ Type: Elimination }	Allows admin to change quiz gamemode type

State Diagram: