Xbox Game Voting Application

record of client/contractor interaction as of 12/08/2012

Note that the client side of all of the conversations in this document as 100% forged. the conversation was fabricated rather than submitted to my Nerdery contact, Konr Ness, in order to allow me to complete this code challenge over the weekend without waiting on responses. My fake conversation takes place with a different contact – Sam.

# Initial Requirement Clarifications

## Saturday, Dec 08, 2012; 9:00 am

Good morning Sam,

I received the project specification for the Xbox Game Voting Application this last week and I was hoping to clarify a few requirements before our team proceeds with development. Can you answer the clarification questions below? For all questions, we have listed our best guess or suggestion for how the functionality should behave. Let us know what points you disagree on, if any.

Q1: Can a user vote for the same game twice within one week-long period? Or must they vote for a different game every day that they vote?

S1: If we do not hear otherwise, we will assume that the user can vote for the same game twice since no restrictions were mentioned in your requirements document.

Q2: What happens if the team goals are not met and no new game is purchased at the end of the week? Should all old votes be wiped out and voting begin anew with the turn of the week, or should old votes roll over?

S2: Because it is possible for the company to miss its targets several weeks in a row, we would suggest wiping the voting tally at the end of every week. This way the company will avoid purchasing older games that employees are no longer interested in.

Q3: How should voting users (Nerdery programmers) be added into the system. The options below are arranged from least amount of development cost to most:

1. Require the administrator of the Xbox vote-server to add an individual account for each Nerdery programmer (this option entails a lot of set up and maintenance work for the system-administrator).
2. Allow any user with a Nerdery email address to onboard themselves and set their own password after verifying their email account access (this option would leave voting open to all employees – it could not constrain voting to developers only).
3. Provide an LDAP-syncing mechanism that can automatically sync company email addresses to the system.

S3: The current budget only allows for the simplest solution. We suggest extending the Xbox vote-server to support onboarding or LDAP-syncing in a future release.

Q4: Do you prefer that the list of eligible games be wiped at the beginning of each new voting round, or do you prefer the list to grow indefinitely?

S4: We suggest that the list of eligible games be wiped routinely after the end of each voting period in order to keep the list free of old clutter. Games that are several years or even months would probably not get many votes but would waste visual space in the list. However, we would also recommend only wiping out the games that received zero votes during the past voting period. This way games of interest will not have to be re-added by the users week after week.

Q5: Do you foresee there ever being any need to reject (refuse to purchase) an elected game? For example, due to adult content?

S5: if we do not hear back from you regarding this matter, we will *not* provide a mechanism for games to be skipped. If a game is rejected, it should probably be banned permanently. Management of a banned list is outside the scope of this project. If you foresee a need for this, we will have to discuss extending the project.

Q6: What should happen in the following scenario:

1. Mike votes for the game “Gears of War II” on Monday and Tuesday.
2. On Wednesday, Dina decides to clean off her DVD shelf and donates her copy of Gears of War II to the company. She visits the Xbox vote-server and marks this game as owned.
3. This action will remove the “Gears of Ware II” game from the list of games eligible for purchase. All of Mark’s previous votes will be wiped out. Should Mark now be able to recast his lost votes?

S6: We will program in a special exception in this case to allow Mark to recast his votes. He will have two floating votes that can be cast any time during the week in question.

Q7: If a user forgets to cast their vote on Thursday, should they be allowed to cast two on Friday?

S7: We will stick to a strict 1-vote-per-24-hour policy unless we hear otherwise from you.

Q8: Should votes be kept private or made public? For example, would it be appropriate to add messages to a news feed saying “Adam Stone voted for Assassin’s Creed this morning”? Or show meta-data listing which users voted for a game when the active user hovers over the vote tally?

S8: Because this is a matter of security, we will assume that all votes are private until you tell us otherwise.

Let us know if your answers differ from ours when you can.

Thanks,

Macie

## Saturday, Dec 08, 2012; 12:15 pm

Hey Macie,

I have looked over your questions and many answers are fine as is. However, there are a couple exceptions…

For Q3: I don’t think it would be a good idea for us to release this system with an admin-interface for adding users only. That would just be too much hassle. But I would like to see a proof-of-concept sooner rather than later and the first choice (system-admin controlled) is fine for that POC. Let’s focus on that first. In the meantime, I will talk to my sys-admins and see if they would prefer LDAP-syncing or self-onboarding of users.

For Q5: I think maybe you have a misconception about how the system should work. We really don’t want strict management of the weekly productivity contest from within this application. The concept of marking the productivity goals as met and selecting the top-voted game for purchase would require that some of the system’s users be set as admin users. We don’t want to deal with that hassle – we just want a dumb input that any user can use to add in an owned game. However, this question does bring up the point that the users should at least be able see the results of past voting periods so that our managers can make these decisions at their leisure.

For Q6: Don’t allow Mike to recast his votes. We just want to keep the solution simple: one vote, one day. If Mike’s top choice was added into the system mid-week, he shouldn’t have anything to complain about. He got what he wanted after all. Just wipe out the votes for Gears of War II and allow him his new Wednesday vote.

For Q8: We have a close-knit team and like to encourage personal interaction. We see no reason to keep the votes private, so if you have any ideas for displaying this metadata, go ahead.

Cheers,

Sam