**Interview Questions**

1. Could you summarize your experience in game development?
2. How might you use our product in your projects?
3. What part of our product excites you the most?
4. Which features should we focus most on?
5. Which features should we remove, if any?
6. What do you think about the market potential for this product?
7. What do you expect us to accomplish in the time we have?
8. Are there any features you would like to see in our product?
9. How would you start this project if it was yours?
10. Do you have any other contacts that would be of some use? Marketing, implementation, etc.
11. We have an idea and an end goal but are there any strategies you can suggest that will help us focus our goals into more manageable pieces?
12. What external resources, such as books, articles, websites, ect. do you think would help us develop our project?
13. Are there any products you know of currently on the market that provide similar features to ours?
14. Are there any questions that you thought of which we did not ask?

**Interview Questions**

1. Could you summarize your experience with live streaming?
2. What part of our product excites you the most?
3. Which features should we focus most on?
4. Which features should we remove, if any?
5. What do you think about the market potential for this product?
6. What do you expect us to accomplish in the time we have?
7. Are there any features you would like to see in our product?
8. Do you have any other contacts that would be of some use? Marketing, implementation, etc.
9. We have an idea and an end goal but are there any strategies you can suggest that will help us focus our goals into more manageable pieces?
10. What external resources, such as books, articles, websites, ect. do you think would help us develop our project?
11. Are there any products you know of currently on the market that provide similar features to ours?
12. Are there any questions that you thought of which we did not ask?