* Briefly summarize The Gaming Room client and their software requirements. Who was the client? What type of software did they want you to design?
  + The Gaming Room is the result of a client who was seeking a software solution for managing their gaming lounge business. The key things they needed within the application were customer registration, inventory management, scheduling reservations, and payment processing. This needed to be seamless for the customers through an efficient and user-friendly environment.
* What did you do particularly well in developing this documentation?
  + I feel my biggest strength was to document and outline the requirements for the client and put them into technical specifications. I assure the user was top priority in the design and worked towards the best platforms to allow the most features for the client.
* What about the process of working through a design document did you find helpful when developing the code?
  + I found the structure of the design document to help track the progress during development. It allows communication between the team and tracks the clients’ requests. It also allowed meetings with the client to be easily discussed on the project's progress.
* If you could choose one part of your work on these documents to revise, what would you pick? How would you improve it?
  + I would’ve provided more details in the last sections of the project rather than just rushing to complete it. I’d be more specific about how the project would be rolled out and what features would be included.
* How did you interpret the user’s needs and implement them into your software design? Why is it so important to consider the user’s needs when designing?
  + The users’ needs are how we shape the software design. Using their business model, their target audience and their expectations is how I could apply features that directly catered to the needs of their customers. Ensuring their needs were met allowed the client to adopt the software successfully.
* How did you approach designing software? What techniques or strategies would you use in the future to analyze and design a similar software application?
  + The approach was to understand the requirements set by the client, conduct research, and apply design techniques. The focus was a user-centered design, the ability to conduct tests, and any feedback to refine the features. In the future, I hope to approach design more confidently and with more skill as this was a great opportunity to learn and grow within this field.