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D.1.2 Consumer Discovery
Github link: https://github.com/mjc367/Group_7
CS 386 Software Engineering
Spring 2017
Prof. Gerosa

Refined Value-Proposition By: Kristopher and Nicolai

The Tournament Software makes running your tournaments more streamlined. Tournament Organizers can choose between single and double elimination brackets. Use automated tournament seeding based on previous tournaments or create balanced pools for larger events. View rankings of each player's performance with statistics recorded. Set up a player profile to help players find each other easier. Make your tournaments run more efficient with this easy to use software.

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Interview Results By: Matthew and Sam

For the interviews, our group talked to several players of various games about their last experience in tournaments. The questions that were asked to the players included:

1. Could you tell me about the quality of how the last tournament you entered was run?
2. Could you tell me about your thoughts on the current ranking system?
3. How do your players get seeded in tournament?
4. WHat do you think about your current tournament experience?
5. How would you improve the quality of the tournament?
6. If there were software to create brackets and automatically seed players based off their previous results and statistics, would you say that it would be a 'must have', 'nice to have', or 'don't care'.

By asking players about their tournament experience, how it was run, and how they would improve it, we gained key insights about how to create and structure our own software. The amount of feedback that we receive from each question was massive, since these players really want to improve their specific game's scene. With that in mind, we analyzed what was said by each player and included their specific key insights below. From there, we compared what we thought that every player would want to what they said that they wanted. The results of the interviews are as follows:

1.
Who: Dominik by Matt
When: 2/10/17
Consumer Segment: Player
Key Insights: Wanted more transparency with results and rankings
We Thought: Players would all say yes to create a completely unbiased tournament setting.
We Learnt: Players with this similar opinion do not think tournaments could be run at a larger setting.
Representative quotes: "Last tournament was run adequately for its size but could have been more professional"
Hypothesis validated: No

Assessment: Nice to Have

2.
Who: Stretch by Sam
When: 2/10/17
Consumer Segment: Tournament Organizer
Key Insights: Wanted totally unobjective way to rank players
We Thought: Tournament Organizers would all say yes to create a completely unbiased tournament setting.
We Learnt: Tournament Organizers still don't have an unobjective way to seed players
Representative quotes: "The players are seeded based loosely on objective performance"
Hypothesis validated: Yes
Assessment: Must Have

3.
Who: Piman34 by Matt
When: 2/10/17
Consumer Segment: Tournament Organizer
Key Insights: Ranking is very unclear players
We Thought: Tournament Organizers would all say yes to create a completely unbiased tournament setting.
We Learnt: Seeding is a major concern with people at tournaments
Representative quotes: "I have no idea how people are seeded. Probably just perception of how good they are with the rest of the people there"
Hypothesis validated: Yes
Assessment: Nice to Have

4.
Who: Soltrain by Sam
When: 2/10/17
Consumer Segment: Player
Key Insights: Current software wouldn't work with bigger tournaments
We Thought: Players would all say yes to create a completely unbiased tournament setting.
We Learnt: The current software use to run the current tournaments would likely not support larger tournaments
Representative quotes: "If we were to run bigger tourneys, our system may not work nearly as well"
Hypothesis validated: Yes

Assessment: Must have

5.
Who: Zeal by Matt
When: 2/10/17
Consumer Segment: Player
Key Insights: Wants more consistent way of running tournaments
We Thought: Players would all say yes to create a completely unbiased tournament setting.
We Learnt: Some players don't mind the current system but have opinions that it is not always consistent
Representative quotes: "I don't mind the current ranking system as long as it stays consistent"
Hypothesis validated: No
Assessment: Nice to Have

6.
Who: Loto by Sam
When: 2/10/17
Consumer Segment: Tournament Organizer
Key Insights: tournaments need to be more refined when run
We Thought: Tournament Organizers would all say yes to create a completely unbiased tournament setting.
We Learnt: Sometimes changes to the current system have to be implemented to account for out of area player's skill
Representative quotes: "I think we have an alright ranking system, but it can use some improvement"
Hypothesis validated: Yes
Assessment: Must Have

7.
Who: Solid by Matt
When: 2/10/17
Consumer Segment: Player
Key Insights: Believes bias is inherent in the current system
We Thought: Players would all say yes to create a completely unbiased tournament setting.
We Learnt: Without an unbiased system in place, there may always be a player's opinion that fueled on player bias
Representative quotes: "I would say it's a must-have, as there can never truly be a person's opinion that is free of bias"
Hypothesis validated: Yes

Assessment: Must Have

8.
Who: Takahide by Sam
When: 2/10/17
Consumer Segment: Player
Key Insights: Acknowledges that bias is in rankings and wants to change it
We Thought: Players would all say yes to create a completely unbiased tournament setting.
We Learnt: Players know the system is biased and want to try to have another way to get feedback from tournaments
Representative quotes: "But also a lot of bias in the system because of how close we all are"
Hypothesis validated: Yes
Assessment: Must Have

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Group Participation:

Refined Value-Proposition:
Kristopher Moore
Nicolai Bedford

Interviews:
Matthew Cocchi
Samuel Beals