

Appendix A

Client: Kaasvi Oberoi – Student at Northeastern University

Initial Client Interview:

This client interview was conducted through email, as we were unable to arrange a time to have a conversation.

Email sent by Sehej with questions:

Dear Kaasvi,

I would really appreciate if you could take a few minutes to fully understand the application you would like me to design for you. From prior discussions I understand that you would like me to develop a drawing game, but I need to get more details about it.

- 1) What is your current problem? and hence why do you need this application?
- 2) What operating system would be most appropriate to develop the application on?
- 3) What are the essential features you need in this game (board, timer...)?
- 4) As you want a multiplayer drawing game across multiple devices, I will be using a database in the program. Do you want me to save drawings to on the database, inside the application or on the device?
- 5) Would you like each person to have to register to use the application?

Regards,
Sehej

Email response from Kaasvi with answers:

Hi Sehej,

You remembered some of the details I had discussed with you about the game before. Here are the answers to the questions you had sent. I hope

the answers are helpful for you to really understand what I would like in this application

- 1) As I enjoy art, some of my favorite games are drawing based games like Pictionary. Even though I really enjoy playing these games, I do not get many opportunities to play because when I want to play with my friends, a phone is the only device I have with me. The only options I have been able to find for playing drawing games with my friends through the Internet are only available on computers. I am yet to find an app to fit my needs — not only do these not enable me to play on my phone at any time, they also don't have the ability to play in teams. I wish this app would work so that a group of friends can join a game and play together from their own phones.
- 2) I would like an Android applications because I have an android phone
- 3) There should be a board so that the game works by progressing through this board rather than a point system. There should be a timer to limit the length of each round. The pen should also have different drawing colours, opacity and thickness. One major factor of this game being fun for me is playing as a team rather than individual players, so I want the application to be able to split players into 2 random teams. For the game to work the drawing board of the drawer has to be displayed on all players' phones.
- 4) I don't think the images have to be saved to the online database, but the player should be given the option to save all the drawings from the game to their device's gallery
- 5) No because the game doesn't need any personal information to play. Having login can be a hassle and time consuming. Instead the players should be able to make a unique username to any game they want to join

Let me know if you need anything else.

Kaasvi