Q. Briefly summarize The Gaming Room client and their software requirements. Who was the client? What type of software did they want you to design?

A. Company "The Gaming Room" has an application for mobile called Draw it or Lose it and they'd like to create a web-based version. There can be multiple games played that most multiple teams. Each team is made up of multiple players. Each game and team name needs to be unique from the others and the Gaming Room needs help developing the environment.

Q. What did you do particularly well in developing this documentation?

A. I believed I completed the recommendations really well. I made sure to give the company the best recommendations that would benefit them the most.

Q. What about the process of working through a design document did you find helpful when developing the code?

A. While working through the design document I found the design constraints to be really helpful. Writing down exactly what needs to be taken care of is important and helps the developers to complete all aspects in orderly fashion.

Q. If you could choose one part of your work on these documents to revise, what would you pick? How would you improve it?

A. If I could revise one part, it would be the domain model. I would make it more easily readable and understandable for everyone rather than just developers.

Q. 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?

A. I took all the info the given and tried my best to implement them into the software design. It is important to take special attention to the specifics details and elaborate on them. It is important to consider the user’s needs because they need to be happy at the end of the day for a product or application to be successful.

Q. How did you approach designing software? What techniques or strategies would you use in the future to analyze and design a similar software application?

A. I approached designing software with both the company and end user in mind. I needed to make sure costs were low for the company as well as creating a great application for the end user with security a top priority. In the future, I would take these same steps.