## **Appendix 1** Initial Interview Chat Logs

## A – Myself
## T – Client
## Y – Spectator

A - Hi guys, I'm currently making a program that would make the Amity conversation system much simpler, giving the best order to spark the conversations of topics. Any thoughts on what the program should include?
T - preset NPCs, i dun want to input the values for interest level and favour every time i converse with a npc
Y - mhmm
T - also maybe a simple UI, too many programs with unnecessary complex stuff cool, easy to use design with just the basics would be good
A - i see. With regards to the UI, I will send the completed program to you guys to test it out, and comment on the UI design?
Y - ya
T - oh and also give the option for a user to add a NPC and input the necessary values. What if new NPCs come out?
A - good thinking. I was thinking of maybe just having presets for selected important NPCs, like Ronatz for Yuria and the Meso guy for Grunil as those are the most used and in demand
T - sounds cool
Y - i think a visualisation option would be nice.
A - visualisation?
Y - as in a graphical depiction of where each NPC should go instead of just a "first click this, then click that" - it would be more intuitive
A - sounds good. Ill think of incorporating this as a feature.
T - don't forget constellations. There should be a selectable list of all constellations for when you make a new NPC
A - ah. Should the user be able to add any custom constellations? Has KR come out with any new ones with Valencia 1 and 2?
T - nah. Pearl Abyss has stated that the constellations are fixed and won't be changed. besides adding this would be quite complicated especially with combo bonuses
A - indeed
T - speaking of combo bonuses you should remember to add those for preset NPCs
A - gotcha
A - any more suggestions?
T - don't forget that there are 3 conversation rounds. No one wants to restart the program after each round before the whole conversation is over.
A - of course
Y - program made in java?
A - yes. this way its compatible across all platforms.
Y - good thinking.
T - maybe make 2 options? For the most amity gained or the highest chance of succeeding with the conversation? This way a user can pick which option to go for - high risk, high reward, or the most reliable route.
A - sounds good.
T - remember to add input checks when a user adds NPCs. Don't want NPCS with a million favor.
A - true.

## **Appendix 2** Evaluative Interview Chatlogs

## A – Myself
## T – Client
## Y – Spectator

A - So, what do you guys think of the product?
T - good good
Y - ye boi
A - any suggestions on improvement?
T - Hm PA has announced planned changes in the success condition list though just a few days ago on Facebook
T - so maybe adding configurability on that would be nice
A - true. noted
Y - Hmmmm remember how some constellations are weird in that the sequence you choose isn't actually the sequence it talks?
A - ye
Y - so for a stupid user they may just click the topics in output
Y - and the conversation won't go the most optimal route
A - indeed
Y - perhaps consideration of that would too be nice.
A - gotcha
T - is there options to save file in different location? the directory where its installed may be hard to locate
A - ah ill think of adding an option there