## **Criterion A - Planning**

#### **Problem Statement**

Mr. Manee (the client) has a hard time looking up news and resources for a video game he enjoys while managing his time efficiently between his work and video games<sub>1</sub>

Word Count: 30

# **Description of Scenario**

In the interview, Mr. Manee has a busy schedule and finds it hard to manage his time efficiently as sometimes he gets his priorities mixed up<sub>1</sub>. Mr. Manee will have a hard time managing between work that he needs done before the end of the day before he can start playing video games. Furthermore, Mr. Manee also stated in the interview that he has a hard time finding information about the game when he needs them<sub>2</sub>. For example, he has to look in multiple websites such as Twitter.com, op.gg, and leagueofgraphs.com to find information and it usually takes too much time and may distract him from work.

Word Count: 110

## **Rationale for the Proposed Product**

An application is a good solution because the application is easily accessible unlike on a website; the client wants to access information easily without having to go on various websites<sub>3</sub>. Using a GUI helps the user see more in the application, where the client will be able to navigate the application easily. Java is the language used because Netbeans is going to be used to create the product; Java is the most efficient with Netbeans. Furthermore, I am the most familiar with Java and I believe that Java has one of the strongest libraries out there.

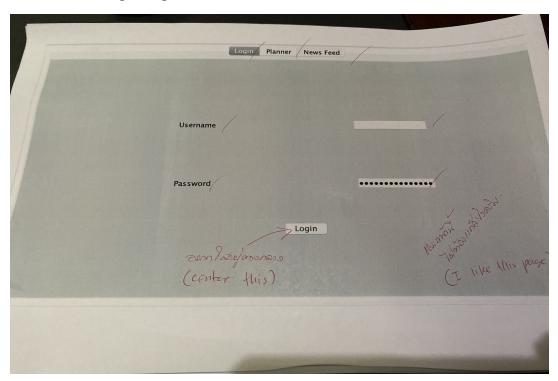
Word Count: 96

<sup>&</sup>lt;sup>1</sup>Seksan Manee, interview by author, Bangkok, November 19, 2019, transcript question # 7, Appendix Interview 1

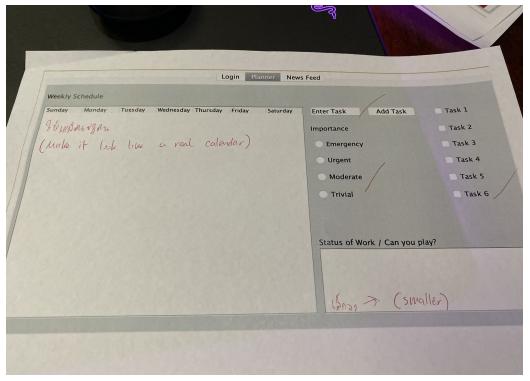
<sup>&</sup>lt;sup>2</sup>Seksan Manee, interview by author, Bangkok, November 19, 2019, transcript question # 7, Appendix 5

# **Client Prototype Annotations (Translations in Brackets):**

Annotation 1: Login Page



Annotation 2: Planner Page





# **Prototype Interview Summary:**

Overall, the client, Mr. Manee, liked that prototype with a few requests. The first few requests on the "log-in" screen were the aesthetics of the application, where Mr. Manee would like buttons to be equally spaced out from both sides and making some buttons perfectly centered in the application. On the second page in the "Planner" page, Mr. Manee would like for the table to look like a calendar and make the status box smaller. For the "News Feed" page, Mr. Manee would like the panel with the Twitter feed inside made a little bigger while in the "League of Legends Statistics" panel smaller. Furthermore, Mr. Manee would like for the statistics to come from multiple sources and not just one source.

Word Count: 112

<sup>&</sup>lt;sup>3</sup> Seksan Manee, interview by author, Bangkok, November 19, 2019, transcript question # 7, Appendix Interview 2

<sup>&</sup>lt;sup>2</sup> Seksan Manee, interview by author, Bangkok, November 19, 2019, transcript question # 7, Appendix Interview 2

<sup>&</sup>lt;sup>3</sup> Seksan Manee, interview by author, Bangkok, November 19, 2019, transcript question # 8, Appendix Interview 2

## **Success Criteria**

- What the program will do
  - Display wanted information from Twitter and League of Legends through APIs<sup>3</sup>
  - Will include a small database for recording tasks as well as different tabs etc to keep track of information from different sources
  - Will be able to have multiple users and added privacy
- User-friendly features
  - Help menu
  - Help contact button
  - Size of the window is changeable
  - The program can be hidden
- Error/exception handling
  - Catches

Word Count: 348