# Can you describe Legends of the Lough for me?

Ethan:  
So, OK, so OK, so starting with the first interview [I think I meant question?] the Legends of the Lough this time, So can you describe legends of the lough for me?

P2:  
So it was a virtual, uh, sorry not virtual, augmented reality app ermm for MUDC which is Mid Ulster District Council. We had there's a for that client we worked together with Tandem, which is exhibition design company from the up in the North and they were they subcontracted us. I don't exactly remember who you know, but that was Tandem and MUDC and I don't know exactly know how they between them, how it was done, but that was the client let's say, and there was a few apps that we developed for them. This is one for them, one of them, and it's about the Lough Neagh ,I think, the lake and there's few legends and you know stories there that it's for obviously tourists or people who are visiting the site so they can walk around with the app and you know interact with different elements of it And yeah, there's some crazy stories there. So pretty much it very very simple app like a little treasure trail.

Ethan:  
So I So what did tandem want from you guys? What were the goals? What do they want? If you haven't covered already.

P2:  
So ehh [exhale] pretty much it. So they wanted again, that's, you know, I don't again, I wasn't involved in the brief or the whole project. I didn't interact with the client on this at all. Uh, so I don't know what the exact, you know, requirements were and how did we like, you know, we at the end we produce something, but how close or far was that from the the actual brief and the what they wanted? I don't know. What we produced was an app that allowed you to explore different characters. Learn their stories and also by learning about the [thinking] opening different little, you know pieces of information. You were getting badges and then at the end you have a collection of badges and there's also map that allows you to, you know, see where the locations are. So that's pretty much it.

Ethan:  
OK.

Ethan:  
Umm, did you mention the type of technology used? I thought I caught something at the start about mobile […] could you tell me about the types of [tongue tied] the types of technology used within this project?

P2:  
And so as far as remember, I remember it's a mobile app, but I let me think. Uh, yeah, I think it's. [thinking] I I don't know if that was unity, probably was unity. I can imagine because [Senior Unity Developer] worked on it a lot. Uh, so I think was unity and the app itself is built for iOS and Android. I think I don't think it's [speed W? PWA?]. I think it's a proper mobile.

# Can you tell me more about the client for this project?

Ethan:  
Umm, so you mentioned that the client was tandem design.

P2:  
So there's tandem and MUDC again, I don't know who we should consider client here, so maybe that's question for [Managing / Creative Director] because MUDC was the overall client of that project but we worked through Tandem, that designed their trial [trail?] and things you know kind of a bigger experience. So I don't know. Probably, MUDC this is the overall client really.

Ethan:  
OK, then we saw discussed their requirements earlier on a little that's that's fine.

P2:

Mhm

# With regards to your client for this project, can you talk to me about who you worked with on their side and your interactions with them during the duration of this project?

Ethan:  
So again, did you say that you didn't really interact with anyone outside from either client in this project?

P2:  
No, no.

Ethan:  
No. OK.

# Using Miro board, could you sketch a flow diagram of the steps taken for this project, the way you understand it?

Ethan:  
So I guess we can go straight back onto Miro board.

Ethan:  
Yeah.

P2:  
Yeah, I suppose you know, as I said it just this involvement […] Time […] Very small involvement from my sides. Umm.

Ethan:  
For the last time [laugh] uh using Miro board, could you sketch a flow diagram of the steps taken for this project in the way that you understand it or your what you did for the project?

P2:  
Yes, so uh. [typing] So I was given the I was shown the app in the [thinking] Uh. In the work in progress stage. So basically the app and it had very basic design and from the so I was just in the big one of the steps which was start so I was given the app to have a look at it and [typing] it's functionalities. And. And. Design UI. OK, so maybe I just leave it here. So first thing was to find your just to become familiar with the app and understand what it does. But again, I wasn't involved in wireframing of this app. I wasn't involved in the overall design, I was pretty much, been involved almost at the end of it when the UI just needed little bit of tweak rather than the overall design. So ah so based on that? Umm. Yeah, slightly. So then I was there to ahhh [typing] This uh, branding, let's say [typing]. And then. Apply to. So I was given in the app the app the colors, fonts, graphics, everything was already decided, so I didn't have any input into that and I just had to create let's say a generate not even create generate buttons and some UI elements like a menu or a bar with hamburger menu things like a very very small amount of of work using the branding. So the look and feel, and the graphic elements of the of the app so. So then. [thinking] And that was pretty much that's it. And there was delivery [laugh], there was a so I just put it here maybe so. The first, the first thing was just so err [underbreath] IOS Android. I was uh, it's the first step was just to review it as I used iOS and Android devices to have a look at it and errr. The the branding applied to UI, I use Adobe XD and delivery It would be XD as well. [underbreath] One second development. I think that was, [Senior Unity Developer] or [Unity Developer 2]? I’m not sure.

# P2 Legends of the Lough Pipeline

## Stage 1 – Familiarize with the app and its UI and functionalities

### Describe the beginning of this stage?

Ethan:  
So you said that at the beginning of the stage you just played with the app basically, right? At the beginning.

P2:  
Yep.

### Describe what occurs during this stage?

Ethan:  
Were there any other tasks that occurred during this stage?

P2:  
Ahhhhh no, it's not, I don’t remember, we should have probably had We probably had meeting and you know, I was given the link to the app to test it. It was still probably in the, you know, testing mode just to understand how it works.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:  
OK, umm and how did you know this stage was ,well, completed?

P2:  
[laugh] ermmm when I kind of felt that I I understood what it does. Yeah, that was, yeah. So once I you know, I'm sure I had maybe some questions for [Managing / Creative Director] or [Senior Unity Developer], but once I was happy that I I know what it needs. Then I moved on to the design.

Ethan:  
Yeah, you had a good grasp of the app basically, right? That’s what I’m understanding

P2:  
Yeah.

### From Noho, who (job roles) is involved in this stage?

Ethan:  
OK, so who from Noho is involved at this stage?

P2:  
That was [Managing / Creative Director], [Managing / Creative Director] and I think again I need to check one second [looking on PC]. And where would I have it when I have it here? To see. I can't really see it. I don't know who was involved in it. Let's put [Senior Unity Developer] or [Unity Developer 3] again. I don't remember because [Unity Developer 3] occasionally works with apps as well, but I think maybe it was just [Senior Unity Developer]. So anyway, put [Managing / Creative Director] and [Senior Unity Developer].

Ethan:  
[Managing / Creative Director] and [Senior Unity Developer], OK.

### From the Client side, who (job roles) is involved in this stage?

Ethan:  
And again, you said no one from the client was, you didn't really interact, with anyone from the client side?

P2:  
No, I didn't. [Managing / Creative Director] did. So maybe [Senior Unity Developer], I don't [know].

### Can you describe the tools you used during this stage?

Ethan:  
So you said that you used iOS and Android. I guess they're kind of the tools that were used during the stage to.

P2:  
err just devices.

Ethan:  
Just devices, basically, OK. just to test with the app and understand it right, OK.

### Would you consider this stage “unique” to this project

0:11:18.360 --> 0:11:20.300  
Ethan:  
Which you consider this stage unique?

0:11:21.0 --> 0:11:21.220  
P2:  
No.

### Can you describe the collaboration between yourself and the client during this stage, if there was any?

Ethan:  
And then we can skip on the collaboration question.

P2:  
mhmm.

## Stage 2 – Take the ‘branding’ and apply it to the UI

### Describe the beginning of this stage?

Ethan:  
So for your taking the branding stage, what would you be doing at the start of this stage?

P2:  
errr simply look, you know, playing around the existing UI and trying to figure out how to use the colors and branding to, you know, to make the the UI part of the whole app visually and also to make sure that it's legible and readable, and so, you know, the colors in the contrast and things like that are are right.

### Describe what occurs during this stage?

Ethan:  
Are there any other tasks that occur during this stage or is it…

P2:

Ehh No.

Ethan:  
no, you just you just covered everything, pretty much?

P2:  
Yeah.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:  
And then how do you know that this stage is complete?

P2:  
Uh, so I presented uh, you know, the the design or, you know, the the UI to [Managing / Creative Director] and [Senior Unity Developer], I suppose, and maybe there were few small changes, but that didn't take too long. I remember that was straightforward project as well, so once they were happy with it then that was it, and then was sent to [Senior Unity Developer] to to implement.

### From Noho, who (job roles) is involved in this stage?

Ethan:  
Uh, was anyone else from Noho involved? Apart from [Managing / Creative Director] and [Senior Unity Developer]. And yourself, obviously.

P2:  
ahhh no, just them, yeah.

### From the Client side, who (job roles) is involved in this stage?

Ethan:  
OK, client side, no.

### Can you describe the tools you used during this stage?

Ethan:  
Again, and you said that you used Adobe XD.

Ethan:  
Yeah, I'm assuming is that I don't want to assume, but because it's for the same reasons? because it's your tool of choice, basically.

P2:  
Yes, yes, yes. And then yeah, its tool of choice for what I do in this, yeah.

### Would you consider this stage “unique” to this project

Ethan:  
So would you is this stage particularly unique?

P2:  
No.

Ethan:  
No.

### Can you describe the collaboration between yourself and the client during this stage, if there was any?

Ethan:  
OK, then there's nothing for the collaboration

## Stage 3 – Delivery for development

### Describe the beginning of this stage?

Ethan:  
OK, so on the last stage, can you describe what happens at the start of this phase?

P2:  
Uh, so I'm just checking the exporting the assets so the buttons and the so it's it's twofold. So it's, you know, you you have Adobe XD file that [Senior Unity Developer] would take, and that would inform him of all the colors you know, proportion sizes and pixels and all those things. But I would also export the assets as for example PNGS or SVGS erm SVG images.

### Describe what occurs during this stage?

Ethan:  
Ummm are there any other tasks during this stage?

P2:  
ehhh Nope.

Ethan:  
Nope, that's the lot.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:  
And how do you know that the stage is complete? I know it's probably obvious, but just so I've got it down [laughs]

P2:  
Yeah [laughs]. When you know when there is no uh, you know and they don't [laugh] harass me anymore [laughs]. Yeah.

Ethan:  
When you stop getting emails. [laughs]

P2:  
[unintelligible] you know when there's no no changes or you know when the clients or you know [Managing / Creative Director] or [Senior Unity Developer], don't ask for any changes or updates.

### From Noho, who (job roles) is involved in this stage?

### From the Client side, who (job roles) is involved in this stage?

### Can you describe the tools you used during this stage?

Ethan:  
uhh are there any other tools you used during this stage and why? Or is it just?

P2:

Errr No

Ethan:  
So just Adobe XD for about the same reasons I guess.

P2:  
Yeah.

Ethan:  
Then yeah. OK.

P2:  
Yeah, my work is not very complicated in that.

[…}

Those projects were quite quite straightforward. I have to say.

### Would you consider this stage “unique” to this project

Ethan:  
Which you consider this stage unique at all?

P2:  
ehhh no.

Ethan:  
Is it my understanding is this [happened?] This is a fairly standard stage just to sign off, right? Yeah.

P2:  
mhmm.

### Can you describe the collaboration between yourself and the client during this stage, if there was any?

Ethan:  
So there was no sort of this collaboration.

# Would you describe any of these stages as a bottleneck?

Ethan:  
umm would you describe any of these stages the bottleneck?

P2:  
ehhhh no.

Ethan:  
Right.

P2:  
[unintelligible]

Ethan:  
Any idea why you wouldn’t consider this a bottleneck?

P2:  
Ehh because I was, you know, I I was involved in very late stage of the project when a lot of decisions and the the core things were made, created, and developed. So I was given a very small job that was, you know, bulletproof in a away, you know?

Ethan:  
Yeah, yeah, that makes sense.

P2:  
Uh, because I I didn't have to design or come up with the style colors or anything like that. I was, I had all that given to just apply to the UI.

# Do you think any of these stages could be modified with the addition of a different tool or piece of technology?

Ethan:  
And do you think any of these stages could be modified with addition of a different tool or piece of technology?

P2:  
If if I suppose the only thing I would always ask add to is that you know would be great to have more time for testing. Uh, you know, you know, we [wait?]. You know, I tested the app myself and then the client and we all kind of had a goal, but so there was in this type of projects. Unfortunately, we don't have enough budget, time. Resources allocated to do like a user group testing, you know to actually you know and ensure that you know what we come up with and the UI and all that you know it's it's bulletproof in in general.

Ethan:  
So what? So say you had a tool that would do this sort of testing for you. What would you, What could it do and what benefits would it possibly bring?

P2:  
I don't know [laughing]. I haven't, I haven't used any automated or any software based testing tools. Uh, it would be mostly, you know, observational, you know, we would have a group of few people, but no I for for this role unfortunately I don't do any any proper testing.

Ethan:  
So when you say testing for this stage, could you elaborate on that for me just to make like what do you for like?

P2:  
Just to see how people use the app, how people interact with the app, and what needs improvement. Uh, because you know, when you work on something for so long or when you, you know, design things, you know, you're familiar with it. But if you give it to someone who uses first time they they might have very different different, you know, mental patterns, so.

Ethan:  
So if you just want something for the user experience, then that's what it sounds like.

P2:

Yep.

Ethan:  
Yeah.

Ethan:  
Yeah, OK.