

## **Abstract**

NotAWebApp is an online web app that allows multiple users to participate in one or more microgames to interact with the Google Maps API and collaboratively "progress" across a given distance. Users are required to identify with a handle, and provide login credentials if this handle is already registered, which grants access to an anonymous lobby match-finding system to connect the appropriate number of players to a game instance. Each instance requires players work through a set of procedurally-generated challenges, such as drawing, image identification, puzzle-solving, math, and minigames, in which progress also moves the "team" view in Google Maps closer to a specified goal destination. In these instances, players are provided an in-game chat which can be subject to difficulty-altering tweaks to disrupt team communication. The app is intended primarily for recreational use, but can be used to familiarize existing groups or seek out strangers online (see: Omegle).

## **Customer**

Our target audience is players of all ages. Generally, users looking to spend free time - such as students, travellers, and youth - are expected to participate the most, but there is niche use for professional and corporate settings. The minigames will be somewhat catered to a younger audience, which reflects both our expected audience and the demographics of the development team. We may choose to preserve this bias to enforce the fun and casual nature of the product.

## **Competitive Analysis**

Our largest competition comes from other free and lightweight web-based games, such as Scribble.io and similar ".io" games (single-page multiplayer microgames marketed based on their portability and portable gameplay). Unlike many of these, our product is primarily developed for desktop and laptop users, which is a largely unexplored market as many similar products tend to favour or transition to mobile apps (i.e Flappy Bird, "Doodle" games) instead.

## User Stories

Privileged user: A user given administrator login credentials by the developers for user administration purposes

First time user: A user who has opened the homepage (login prompt by default) for the first time, and does not exist in the database

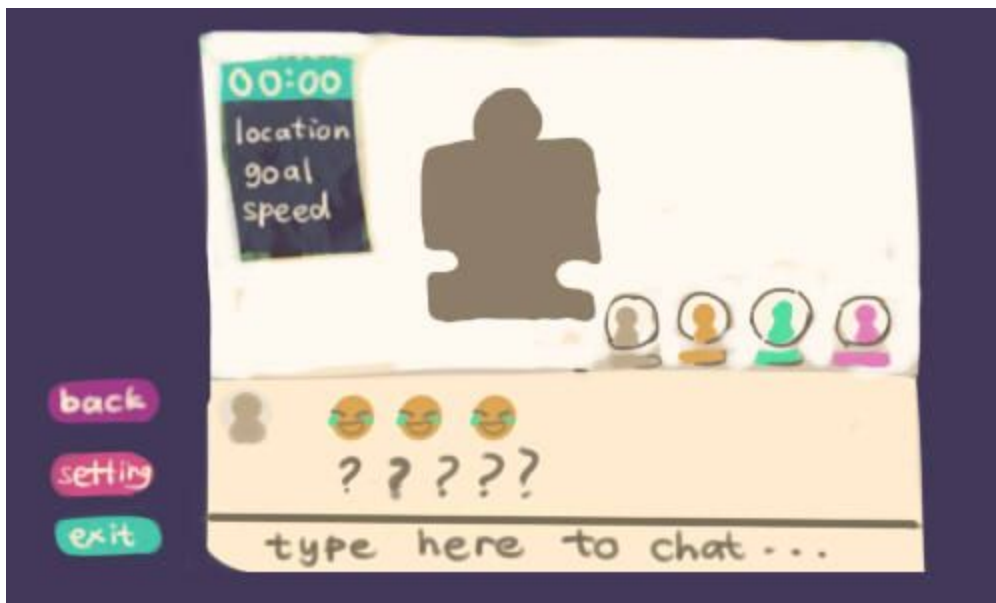
Typical user: A user who regularly uses the site, has previously logged in (and thus exists in the database), and seeks to participate in as many games as possible without hassle.

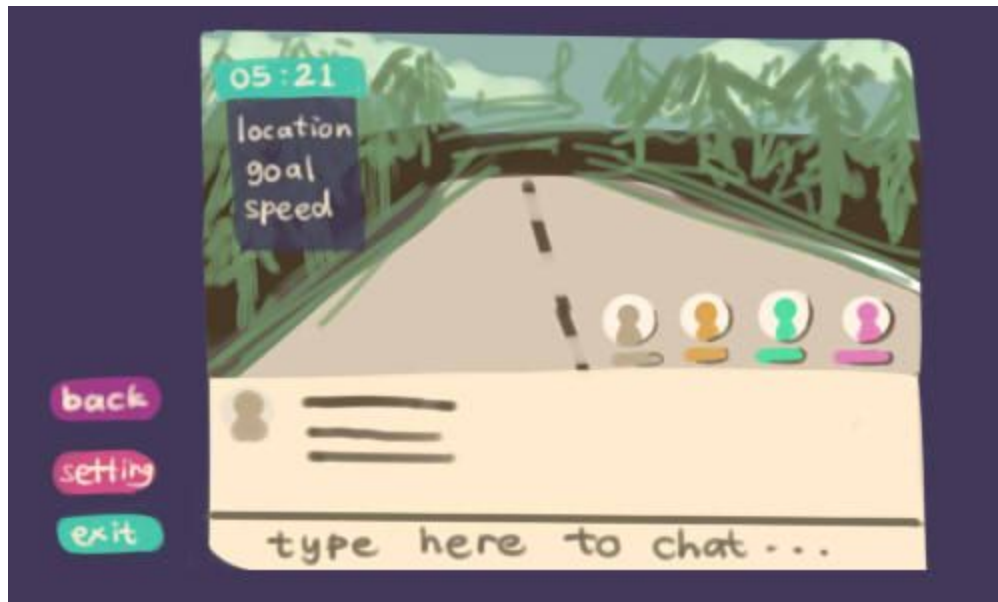
I am a **privileged user** who has been contacted because a user is experiencing a bug. Open the homepage and am prompted to log in with my privilege credentials, after which I am taken to a modified view of the lobby, which shows closed and private lobbies currently in progress. (Iteration 2) I can use this modified view to enter in-progress games and see the same view that the users do, and verify that there is (or is not) a bug with the game in progress. If I believe something is wrong, I forcefully terminate the lobby and each user is given an error message, prompting them to close the window and log in again. (Iteration 3)

I am a **first time user** who has opened the homepage from a hyperlink. I am prompted to log in, and enter my most-used username and password; the webpage tells me no such user exists in the database and I should check if I have entered my credentials correctly, and offers a link to the account creation page. I follow the link and enter the same credentials, and the page confirms I have been entered into the user list and am prompted to log in with these same credentials before accessing the product. (Iteration 2)

I am a **typical user** who is looking to play a few rounds of the game as fast as possible before school/work. I open the homepage and my browser, which I have allowed to remember my login credentials, automatically fills in the form for me. I click the login button and am immediately taken to the match finder screen without needing to visit other pages, where I can look for a game with strangers. (Iteration 2)

## UI Requirements





UI requirements similar to proposal; GUI consists of CSS-styled HTML elements across multiple webpages, and embedded media (images, iframes).